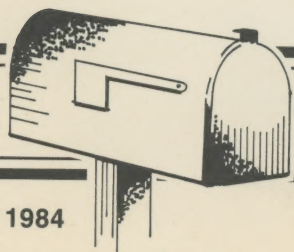




**YOUR
SATISFACTION
GUARANTEED**
See details inside.

**TOLL-FREE
TELEPHONE
ORDERING**
See details inside.



THE MAIL ORDER HOBBY SHOP™

Spring 1984

Price: \$1.00

TABLE OF CONTENTS

Manufacturers by Category

Page

Games & Accessories:

Alliance Publications Ltd.	4
Aulic Council Publishing	4
Avalon Hill	4
Bard Games	5
Chaosium	5
Companions, The	5
Fantasy Games Unlimited	6
FASA	6
Flying Buffalo	7
Game Designers Workshop	8
Game Theory & Design Inc.	9
Harris Game Designs	9
Hero Games	9
Icarus Games	10
Iron Crown Enterprises	10
John N. Hansen Co., Inc.	9
Kabal Gaming System	11
Nova Game Designs	11
Palladium Books	11
Phoenix Enterprises, Ltd.	11
Quarterdeck Games	12
Rimbold Enterprises	12
Selchow & Righter	12
Simulations Canada	12
Sleuth Publications	13
Steve Jackson Games	10
Task Force Games	13
Timeline Inc.	13
TSR, Inc.	1
Victory Games	14
West End Games	14
Yaquinto Publications	14
Zocchi "Game Science" Products	15

Dice & Accessories:

Armory	15
Koplow	15

Miniatures:

Citadel	19
Dark Horse	18
Dragontooth	18
Grenadier	21
Masterpiece	21
Miniature Figurines	22
RAFM Co., Inc.	22
Ral Partha	22
Saxon	23
Superior	24
Task Force	24
TSR, Inc.	24

Paints & Brushes:

Floquil	26
Polly "S"	25
Teka	26
TSR, Inc.	24

Publications:

TSR, Inc.	26
-----------	----

TSR™ Games & Accessories

STOCK NO.	DESCRIPTION	PRICE
BASIC D&D® Game System		
TSR1011	DUNGEONS & DRAGONS® BASIC SET. A beginners module and polyhedra dice make this introductory adventure game better than ever.	12.00
TSR9037	CHARACTER RECORD SHEETS. Now BASIC SET players can have their own record sheets where can record all necessary information.	6.00
TSR9047	MONSTER & TREASURE ASSORTMENT. These can be used on the first through ninth levels of a dungeon.	6.00
TSR9023	B1 IN SEARCH OF THE UNKNOWN. This introductory module serves as an excellent way to start off a novice dungeon master.	6.00
TSR9034	B2 THE KEEP ON THE BORDERLAND. This module is included with the BASIC SET. Provides legends, history, background information, tips on how to be an effective DM, and an interesting area to begin adventuring in. Character levels 1-3.	6.00
TSR9044	B3 PALACE OF THE SILVER PRINCESS. Encounter strange new monsters while searching for this fabulous legendary treasure. Character levels 1-3.	6.00
TSR9049	B4 THE LOST CITY. After journeying through the desert this forgotten city seems to offer safety. Character levels 1-3.	6.00
TSR9078	B5 HORROR ON THE HILL. Rumors abound about the many horrors that lurk beneath "The Hill." For 1st-3rd level characters.	6.00
TSR9050	O1 GEM AND THE STAFF. This is the 1st D&D one-on-one module. As a thief, you must find a fabled gem and a staff of power. For character levels 1-3.	6.00
TSR9067	M1 BLIZZARD PASS. The 1st D&D solo dungeon. Comes with invisible ink pen to reveal your choices to you. For character levels 1-3.	8.00
EXPERT D&D® Game System A continuation of the BASIC System		
TSR1012	DUNGEONS & DRAGONS EXPERT SET. Starts where the BASIC SET leaves off. Introduces more monsters, more treasures and higher level characters. Contains a new module designed specifically for this set. Dice included.	12.00
TSR9043	XI ISLE OF DREAD. This module is included with the EXPERT SET. An instructional module designed to aid the novice dungeon master in creating his own wilderness adventures. For character levels 3-7.	6.00
TSR9051	X2 CASTEL AMBER. This adventure takes place in the fantasy land of Averogne. Character level 3-6.	6.00
TSR9056	X3 THE CURSE OF XANATHON. The Duke of Rhoona is cursed by a mysterious force. With an enemy army advancing the fate of the land of Rhoona rests in your hands! You must defeat the evil force and lift the curse. For character levels 5-8.	6.00
TSR9068	X4 MASTER OF THE DESERT NOMADS. You must set out in search of the leader of a band of nomads who is organizing raids against your people. This module includes several separate scenarios. For character levels 6-9.	6.00
TSR9069X5	THE TEMPLE OF DEATH. The 2nd module in the DESERT NOMADS series that was begun in X4. For character levels 6-10.	6.00
TSR9060	M2. THE MAZE OF THE RIDDLING MINOTAUR. The 2nd of the D&D solo modules, set in the EXPERT level system. Also suitable for group play. For character levels 1-10.	8.00

STOCK NO.	DESCRIPTION	PRICE
ADVANCED Dungeons & Dragons Games System Not Compatible with BASIC and EXPERT Sets		
TSR2009	AD&D® MONSTER MANUAL. Lists hundreds of monsters for use in an AD&D™ game.	12.00
TSR2010	AD&D PLAYERS HANDBOOK. Everything a player needs. Includes such things as character generation, special character abilities, and spells and their explanations.	12.00
TSR2011	AD&D DUNGEON MASTERS GUIDE. Over 230 pages full of detailed information on how to construct and referee an AD&D game.	15.00
TSR2012	FIEND FOLIO™ TOME. New monsters from the pages of TSR modules and White Dwarf magazine.	12.00
TSR2013	DEITIES & DEMIGODS™ CYCLOPEDIA. This hardbound book allows DMs to introduce the gods and heroes of ancient mythology into their AD&D game.	12.00
TSR2016	MONSTER MANUAL II. Hundreds more monsters to use to fill those dungeons with in the 2nd volume of monsters.	12.00
TSR1015	WORLD OF GREYHAWK™ BOXED SET. This revision comes with a fully illustrated color map which is completely described in the accompanying glossography.	12.00
TSR9024	DUNGEON MASTERS SCREEN. A durable screen with essential charts and references for the DM.	6.00
TSR9036	DUNGEON MASTERS ADVENTURE LOG. For preparing and playing AD&D adventures. This work includes many charts not found on the Dungeon Master Screen and includes spaces to list skills, possessions, hirelings and marching order.	6.00
TSR9028	AD&D PLAYER CHARACTER RECORD SHEETS. Multiple sheets for each of the major character classes and their sub-classes.	6.00
TSR9029	AD&D PERMANENT CHARACTER FOLDER AND ADVENTURE RECORDS. Allows players to keep records of each adventure as permanent records of their character.	6.00
TSR9030	AD&D NON-PLAYER CHARACTER RECORDS. Allows the DM to keep detailed information on the non-player characters in his campaign.	6.00
TSR9031	THE ROGUES GALLERY. Hundreds of pre-rolled characters and personalities.	6.00
ADVANCED Dungeons and Dragons® Monster Cards. Twenty cards with the picture of the monster on one side and its statistics on the other. Includes three never before published monsters in each set.		
TSR8009	Set 1	2.75
TSR8010	Set 2	2.75
TSR8011	Set 3	2.75
TSR8012	Set 4	2.75
NOVICE LEVEL Modules		
TSR9045	L1 The Secret of Bone Hill. Len Lakofka, respected columnist for the DRAGON™, designed this AD&D Adventure Module. Player character levels 4-7.	6.00
TSR9057	L2 THE ASSASSIN'S KNOT. Players assemble clues to find out who killed the Baron and a murder mystery in a fantasy setting. For characters of levels 2-5.	6.00
TSR9026	T1 Village of Hommlet. A beginner module which gives the DM a secure town from which to start adventures.	6.00

STOCK NO.	DESCRIPTION	PRICE
TSR9062	U1 The Sinister Secret of Saltmarsh. From the British Isles comes this module designed to let you adventure where the land meets the sea. Player character levels 1-3.	6.00
TSR9064	U2 Danger at Dunwater. This module is a continuation of the SALTmarsh SERIES. Character levels 1-4.	6.00
TSR9076	U3 The Final Enemy. The final module in this series gives characters the chance to avert the threat to the town of Saltmarsh. For 8-12 characters of levels 3-5.	6.00
TSR9063	N1 Cult of the Reptile God. This module for novice characters combines a wilderness trek with a town scenario. Character levels 1-3.	5.50

INTERMEDIATE LEVEL Modules

TSR9039	A1 Slave Pits of the Undercity. First in the "Aerie of the Slave Lords" series. Adventurers begin their quest to bring down a ring of slavers. Player character levels 4-7.	6.00
TSR9040	A2 Secret of Slave Stockade. The adventure continues as adventurers close in on the Slave Lords. Second in the "Aerie of the Slave Lords" series. Character levels 4-7.	6.00
TSR9041	A3 Assault on the Aerie of the Slave Lords. Adventurers begin their attack on the stronghold of the Slave Lords. This is the third in the "Aerie of the Slave Lords" series of modules. Player characters levels 4-7.	6.00
TSR9042	A4 In the Dungeon of the Slave Lords. The Slave Lords yield their final secrets in this last of the "Aerie of the Slave Lords" modules. Player character levels 4-7.	6.00
TSR9046	I1 Dwellers in the Forbidden City. A city of evil made a pact with demons and fell into decay — but the evil lives on! Player character levels 4-7.	6.00
TSR9055	I2 The Tomb of the Lizard King If the brigands who are raiding Eor are only brigands, why are the merchants so terrified. There are rumors of an ancient evil power that has reawakened. Can your party get to the truth? For character levels 5-7.	6.00
TSR9052	I3 Pharaoh. Condemned to wander the desert wilderness, the ghost of Pharaoh Amun-re pleads with adventurers to free his cursed soul — but no one has ever returned from his pyramid. Will you? For character levels 5-7.	6.00
TSR9053	I4 Oasis of the White Palm. Skimming across the Skysea, you race against time to save the desert peoples. One thousand years ago, the Wizard Martek knew you would come for his Sphere of Power. Are you the heroes of his prophecy, or its victim? For character levels 7-9.	6.00
TSR9075	I6 Ravenloft. A Gothic-style vampire hunt. Destroy this evil before he gets you! Alternative plot lines are included so that this module may be reused. For character levels 5-7.	6.00
TSR9032	C1 The Hidden Shrine of Tamoachan. A competition module which takes players into the midst of an ancient Mayan-type pyramid. Player character levels 5-7.	6.00
TSR9038	C2 Ghost Tower of Inverness. A competition module which takes players into the "deserted" tower of a powerful wizard.	6.00
TSR9066	UK1 Beyond the Crystal Cave. Fleeing from their feuding families, two star-crossed lovers sought refuge in the Cave of Echoes. Desperate for the return of their loved ones, their families are offering a large reward to any band of brave adventurers who will pursue the couple, and return them unhurt. For character levels 4-7.	6.00

STOCK NO.	DESCRIPTION	PRICE
HIGH LEVEL Modules		
TSR9059	D1-2 Descent into the Depths. The final confrontation with the giant king leads the adventurers into the caverns under his stronghold, discovering the Drow. These Dark Elves had instigated the giant alliance and warfare upon mankind and its allies. Character levels 9-14.	6.00
TSR9021	D3 Vault of the Drow. The last of the "D" series modules allows the players to enter the Drow city. It may also be used in conjunction with module Q-1 (Queen of the Demonweb Pits). Player character levels 9-14.	6.00
TSR9058	G1-2-3 Against the Giants. Formerly released in three separate sections, now together in one dynamite adventure. The giants get tougher the farther you go. Character levels 8-12.	6.00
TSR9035	Q1 Queen of the Demonweb Pits. Players journey to the Abyss to confront the Demon Queen-goddess of the Drow. Player character levels 10-14.	6.00
TSR9022	S1 Tomb of Horrors. A module for more experienced players. Players attempt to penetrate the tomb of a dead wizard. Player character levels 8-14.	6.00
TSR9027	S2 White Plume Mountain. This module players with elaborately constructed corridors and chambers beneath a semi-active volcano. Player character levels 5-10.	6.00
TSR9033	S2 Expedition to the Barrier Peaks. A beautifully illustrated module bringing together fantasy and science fiction into one power charged adventure. Player character levels 8-12.	8.00
TSR9061	S4 The Lost Caverns of Tsojcanth. A double-length (64-page) module from the original Dungeon Master, Gary Gygax. Player character levels 6-10.	8.00
TSR9072	EX1 Dungeonland. You may have adventured in strange places before, but when your party suddenly finds itself in DUNGEONLAND, you will have to use all of your wits and skill. For character levels 9-12.	6.00
TSR9073	EX2 The Land Beyond the Magic Mirror. The companion module to E. Gary Gygax's Dungeonland; this module continues your adventures of wonder and danger. For character levels 9-12.	6.00

ROLE PLAYING AIDS

TSR8004	Dragon Dice™ Percentile Generators. Contains four 10 sided dice.	2.00
TSR8005	Dragon Dice Random Number Generators. Contains one of each of the following dice: 4 sided, 6 sided, 8 sided, 10 sided, 12 sided, 20 sided (1-20).	3.00
TSR8007	Hex Books. A book of 8½" x 11" hex paper with quarter inch hexes.	5.00

FAMILY GAMES

TSR1010	DUNGEON!® Fantasy Adventure Game. A new box and mapboard make this game even better.	10.00
---------	---	-------

STAR FRONTIERS Game System

TSR7007	ALPHA DAWN Role Playing Game. Characters are human or alien. Full color maps, a training module, and basic and advanced rules are included.	12.00
TSR7011	KNIGHT HAWKS. This game can be played as a beginning or advanced game when played separately, or can combine with, and expand the original STAR FRONTIERS ALPHA DAWN game. Together they open an infinite universe of role playing and board game fun.	12.00
T6801	STAR FRONTIERS Referee's Screen. Included is the mini-module <i>Assault on Starship Omicron</i> .	6.00
T7801	SF1 Volturus: Planet of Mystery. The action continues as players must find a way to save thier planet from destruction.	6.00

STOCK NO.	DESCRIPTION	PRICE
T7802	SF2 Starspawn of Voltarnus. In this final module of the Voltarnus series, you must unite all races on the planet and resist the attacks of the wicked Sathar. The series is climaxed by a tremendous battle in which the characters play a decisive role.	6.00
TSR7803	SF3 Sundown on Starmist. Forced down on the planet of Sundown, players must cope with a strange alien armored vehicle and diabolical Sathar attack robots. Later they must use the armored vehicle to help destroy a Sathar bunker.	6.00
BOOT HILL® Game System		
TSR6701	BOOT HILL Referee's Screen. This screen contains a mini-module.	6.00
TSR7701	BH1 Mad Mesa. This first in a series of modules for use with the BOOT HILL game. This module not only offers the usual multi-player role playing adventure, but also a special solo game.	6.00
TSR7702	BH2 Lost Conquistador Mine. A dead man's cryptic treasure map may lead to a fortune in Spanish gold — or to quick death. Can you elude Indians, claim jumpers, bandits, and vigilantes and find the lost gold to Mendoza?	6.00
TSR7703	BH3 Ballots & Bullets. "They're stealin' the ballot box..." And vote theft is only one of the perils stalking the town when the folks of Promise City must choose between <i>Ballots...and Bullets</i> .	6.00
TSR7704	BH4 Burned Bush Wells. This module provides GM's with alternate town for encounters. Includes encounters for both town and country which can be used to create mini-scenarios. For 2 or more average BOOT HILL fans.	6.00
DAWN PATROL™ Game System		
TSR7008	DAWN PATROL Game. This is a revision of TSR's famous FIGHT THE SKIES™ role playing board game of WWI air combat. This new version features full color maps and pieces.	12.00
TOP SECRET® Game System		
TSR7006	TOP SECRET Role Playing Game. Espionage game as current as the latest crisis in the Mid-East.	12.00
TSR6601	TOP SECRET Administrator's Screen. This screen also contains a mini-module.	6.00
TSR7601	TS-002 Rapidstrike. Join the commando team that strikes the secret island base that produces a drug that threatens to destroy the human race.	6.00
TSR7602	TS-003 Lady in Distress. Stop the terrorists before they strike on this high seas adventure.	6.00
TSR7603	TS-004 Operation: Fast Pass. A team of secret agents must track down a Russian defector in Hungary and bring him back to the west. Everyone wants him and they're all in high pursuit!	6.00
TSR7604	TS005 Orient Express. A collection of 6 or so short scenarios set on an European overnight train. Includes a 22" x 35" map of the train, and character counters. For 1 to 4 thinking players, this module may be reused many times by the Game Master.	8.00
GAMMA WORLD® Game System		
TSR3002	GAMMA WORLD Science-Fantasy Game. Struggle to restore civilization on a world torn apart by cataclysmic war, in this newly revised game.	12.00
TSR6502	GAMMA WORLD Referee's Screen. This screen contains information on combat, hazards, and referee tables used most often by referees and players. This screen also includes a mini-module. Both the screen and module are compatible with the revised game.	6.00
TSR7503	GW-1 Legion of Gold. Beginning level of adventure that takes you from a wilderness setting to an ancient installation.	6.00
TSR7502	GW-2 Famine in Far-Go. This adventure involves a desperate search for food and for the cause of the mysterious famine plaguing the community.	6.00

STOCK NO.	DESCRIPTION	PRICE
TSR7503	GW-3 Cleansing War of Garik Blackhand. Garik Blackhand is the leader of a large clan of Pure Strain Humans. These Scarlet Knights have acquired some high-tech equipment and are now in the process of systematically eliminating all humanoids and mutated animals in the region. A Council has accused your tribe of being in league with these terrorists! It is up to you to save your people. For 3-8 players.	6.00
TSR7405	GW-4 Mind Masters. After the Shadow Years, a Therapy Parks' computer has deteriorated and is now creating nightmares for all who fall prey to the machines' control. This module has been written so that it can be reused. For 3 to 8 beginning or intermediate player characters.	6.00
GANGBUSTERS® Game System		
TSR7009	GANGBUSTERS Game. Role playing in the days of the "Untouchables." Characters can be police, gangsters, G-men, private eyes or reporters.	12.00
TSR7901	GB1 Trouble Brewing. Gang war breaks out in Lake Front City! This module is specially designed to help new judges.	6.00
TSR7902	GB2 Murder in Harmony. This module is a mystery that the players attempt to solve — but someone doesn't want the truth known and will kill again if necessary.	6.00
TSR7903	GB3 Death on the Docks. The longshoremen control all of Lake Front City. Vasily Ulnovsky appears in Lake Front City and offers the workers a chance to seize control of the union. Should you work with him or is he only out for personal gain? For character levels 1-3.	6.00
TSR7904	GB4 The Vanishing Investigator. The senior Senator is part of a hearing on organized crime taking place in Lake Front City. Just prior to the key witnesses' testimony, the Senator disappears. You and your friends must protect the witness and locate the Senator. For 4 to 8 players with character levels 4 to 7.	6.00
SPI™ Game Products		
SPI02670	AIR WAR. The classic modern air combat game returns. Only the package has changed; the game remains the same top quality as it has always been.	25.00
SPI02150	BATTLES FOR THE ARDENNES™ Strategy Game. Players command the German and Allied Forces in the only game on the market that portrays both of Hitler's offensives through the rugged Ardennes forest. Small, short scenarios are provided for those lacking the time or space to play the full campaign.	20.00
SPI02900	BATTLE OVER BRITAIN™ Strategy Game. This game represents the definitive treatment of the air battle over Britain in the summer and fall of 1940.	25.00
SPI00343	A GLEAM OF BAYONNETS™ Strategy Game. The long-awaited Civil War battle game that takes players to the Battle of Antietam. The game uses the popular "Great Battles of the American Civil War" system.	30.00
SP01770	DRIVE ON STALINGRAD™ Strategy Game. Players command the German and Soviet forces in the Ukraine in this recreation of the German 1942 summer offensive that led to the turning point of World War II...the Battle of Stalingrad.	18.00
SPI01370	FIREFIGHT™ Strategy Game. Produced under control to the U.S. Army as a tactical training tool, this fast-paced game of modern tactical land combat is as exciting today as it was when it was first published.	18.00
SPI00820	BLUE & GRAY™ Strategy Game. The revised version of this classic includes a new, shorter rules booklet, backprinted counters, and special tournament rules for advanced players.	15.00
SPI01450	WELLINGTON'S VICTORY™ Strategy Game. The finest Napoleonic battle game ever designed is back in print. No other game captures the Battle of Waterloo quite the way this one does.	30.00

Other Games & Accessories

STOCK NO.	DESCRIPTION	PRICE
ALLIANCE PUBLICATIONS LTD — Boxed Game		
ALL1	MACH, THE FIRST COLONY. A role-playing game of soldiers of fortune in a New World.	20.00
AULIC COUNCIL PUBLISHING — Boxed Games		
AUL002	MOHAWK. A two player game depicting the French and Indian Wars of 1754-1760 on the American continent. Comes with rules book, mounted full-color mapboard, 176 die-cut counters and dice.	15.00
AUL003	HANNIBAL. This game covers the Second Punic war fought between Rome and Carthage. The war lasted from 219BC to 203BC, with the main emphasis of this game being Hannibal's campaigns in Italy. Comes with full-color mounted mapboard, two 6-sided dice, playing cards, 176 die-cut counters, and rules booklet.	16.00
AVALON HILL — New Releases		
AVA201	HUNDRED DAYS BATTLES. Napoleon has returned from exile! The game recreates the 100 days that passed as "L'Empereur" marched north to Brussels, striving to split his Anglo-Allied opponents and defeat them in turn. The game comes with a colorful map of southern Belgium, 100 playing pieces and short rules booklet.	6.00
AVA203	NAVAL WAR. A card game of strategy, skill, and luck that is based on WWII naval combat. Each player controls a "fleet" of warships, and attempts to sink the other player's ships.	6.00
AVA206	BATTLE FOR ITALY. Napoleon's strategic Italian campaign of 1796. Northern Italy is the battleground as Austrian forces try to defeat a scattered and out-numbered French army near Verona. Comes with a map of northern Italy, 100 playing pieces, and short rules booklet.	6.00
AVA500	TACTICS. The original realistic land army wargame. This 25th Anniversary Edition contains the first and original never-before-published mapboard made expressly for this edition. Big Blue and Big Red armies are at it again on a new mapboard.	12.00
AVA813	THIRD REICH/NEW 3RD EDITION. This mammoth game of WWII grand strategy contains several scenarios depicting the Second World War in Europe. Comes with a full color mapboard of Europe from Norway to Egypt, Ireland to the Ural Mts. Counters represent the armor, infantry, airborne, partisan, air, and naval forces of 6 major powers and 14 minor countries. You make the strategic decisions which will save or conquer the world.	16.00
AVA842	WIZARDS. A challenging game for two to six players who strive against Evil by relearning the "Magical Orders," performing good deeds and thwarting the forces of Evil at every turn, if they can. A very colorful and subtle race against time.	20.00
AVA843	CONQUISTADOR. Recreates 16th century exploration and control of the New World (North and South America) by the major powers of Europe from 1495-1600. Players represent historical explorers like Columbus, Drake, Coronado, de Soto, and Magellan as they make voyages of discovery or attempt mythical quests for the Seven Cities of Gold.	18.00
AVA844	FREDERICK THE GREAT. Seven separate and distinct scenarios help the players relive the intricate and chess-like campaigns of Frederick, the Soldier King of Prussia during the Seven Years War. Included in the game is a mounted mapboard, a 12-page rule book, and 260 playing pieces.	12.00

STOCK NO.	DESCRIPTION	PRICE
AVA845	THE MYSTIC WOOD. A fantasy game of exploration and adventure set in an everchanging forest that lies somewhere between Earth and Heaven. Fulfill your quest and win the game.	11.00
AVA846	NAPOLEON AT BAY. Napoleon is forced to lead an unorganized and half-finished force against his Allied opponents at the sources of the Rivers Marne and Seine. You test your abilities against those of Napoleon and the Allied command.	22.00
AVA847	BULL RUN. Depicts the first great battle of the Civil War. A gamer's re-creation of the First Battle of Bull Run. It captures the tactics and "feel" of a Civil War battle with a system that is playable and easy to use. Contains a wealth of information about the battle itself.	16.00
AVA851	B-17, QUEEN OF THE SKIES. A strategy game which re-creates the bombing missions and aerial combat of the B-17 bombers of the U.S. Eighth Air Force between November 1942 and May 1943. Designed primarily as a solitaire game.	16.00
AVA6350	DILEMMAS. What would you do if...? A game that helps you discover your potential to handle unusual situations. Over 150 dilemmas to choose from.	6.00
AVALON HILL — Boxed Games — Historical		
AVA002	LITTLE ROUND TOP. A strategy game for 2 players which recreates the critical stand of the 20th Main Regiment at the Battle of Gettysburg.	6.00
AVA003	THE LEGEND OF ROBIN HOOD. A strategy game for 2 players. The outlaw player mobilizes the Band of Merry Men and uses them to harass the Sheriff, rob rich travelers, safeguard Maid Marion, and gain the Pardon of King Richard.	6.00
AVA005	TITAN. A fantasy strategy game for 2 to 6 players. Each player maneuvers to raise the strongest Legions of monstrous creatures, such as Dragons and Hydras, and attempts to eliminate other players' Titans and Legions in a fantastic demolition derby.	16.00
AVA722	Battle of the Bulge. New version. A complete update of this popular classic, captures the flavor of the original, but has all the realism found in later games done on this famous battle.	16.00
AVA700	Blitzkrieg. Big Red and Big Blue battle of control on a fictional continent.	16.00
AVA507	Chancellorsville. Operational game based on the battle of the same name.	14.00
AVA508	D-Day. Strategic game on the Western Front of WW II from D-Day to the crossing of the Rhine.	14.00
AVA501	Gettysburg. Operational level game based on the Battle of Gettysburg.	16.00
AVA818	Kingmaker. Control the various factions of the War of the Roses. Multiplayer game.	16.00
AVA809	Luftwaffe. Strategic bombing over Germany during World War II.	16.00
AVA601	Midway. Refight the most famous naval battle of the Pacific.	16.00
AVA807	Panzerblitz. Tactical armored combat on the Eastern Front.	16.00
AVA812	Panzer Leader. Armored warfare on the Western Front of World War II.	16.00
AVA718	Russian Campaign. The entire Eastern Front is in your hands as German hordes invade Russia during WW II.	14.00

STOCK NO.	DESCRIPTION	PRICE
AVA822	Squad Leader. Tactical small unit combat on the East and West Fronts of WW II.	18.00
AVA221	Cross of Iron. Takes off where Squad Leader left off. More units. More Optional Rules. More Scenarios. You must have Squad Leader to use this gamette.	16.00
AVA822	Crescendo of Doom. Covers the opening campaigns of WW II in Europe. You must have Squad Leader and Cross of Iron to use this gamette.	16.00
AVA001	G.I. ANVIL OF VICTORY. Third and largest Squad Leader expansion gamette! Players command the full arsenal of U.S. Fighting men and machines of WWII. 14 Scenarios recreate situations in Africa, Sicily, Italy, Normandy, and across the Rhine into Germany itself.	30.00
AVA518	Stalingrad. Strategic level game based on the German Invasion of Russia.	14.00
AVA705	War at Sea. Strategic naval warfare in the Atlantic during WW II.	10.00
AVA709	Wooden Ships & Iron Men. Tactical ship to ship combat during the age of sail.	14.00

BATTLELINE by Avalon Hill

AVA8939	Circus Maximus. Chariot racing in imperial Rome.	9.00
AVA835	Panzer Armee Africa. The sands of Lybia and Egypt echo with the roar of tanks as the "Desert Fox" matches men, machines and wits with the British 8th Army.	16.00

OTHER PRODUCTS by Avalon Hill

AVA6335	Black Spy. A card game that captures the cloak and dagger world of the spy vs. spy. A fun game.	6.00
AVA295	Rail Baron. A fast paced game of railroad monopoly. Players buy railroads to build empires in a game designed to capture the heyday of railroading. For 3 to 6 players.	16.00
AVA2080	Sleuth. A card game that lets you play detective.	6.00
AVA6315	Source of the Nile. "Mr. Stanley meet Dr. Livingston." Explore Africa in this award winning game. A game that can be picked up or played for weeks until Africa yields its last secrets. Any number can play.	16.00
AVA260	Facts in Five. For any number (even solitaire), testing one's knowledge in a variety of categories. Special rules let children compete with adults.	14.00

BARD GAMES

BAD01	THE COMPLETE ALCHEMIST. The Alchemist class: complete formulae for elixirs, potions, dusts, gasses, rare herbs, talismans, hominuculi, much more.	7.50
BAD02	THE COMPLETE SPELL CASTER. The Witch, Warlock, Mystic, Necromancer, Sorcerer, and Sage classes: familiars, the hierarchy of demons, summoned creatures, runes and symbols and the like.	7.50

THE CHAOSIUM — Role-Playing Games and Aids

CHA4001-X	RUNEQUEST (Boxed). A set of game rules which explains how to play in an extensive fantasy world. A complete fantasy role-playing system; includes Basic role-playing introductory pamphlet, Rune-Quest rulesbook, a beginning scenario, a booklet of prepared monsters, and six polyhedral dice.	20.00
CHA4001-H	RUNEQUEST (Hard-back Book). Hard bound edition of the basic Rune-Quest rulebook.	15.00
CHA4001	RUNEQUEST (Soft Booklet). Soft bound booklet edition of the basic RuneQuest rulebook.	6.00
CHA4007	SNAKE PIPE HOLLOW. Players adventure through the Caves of chaos, exploring the wilderness of Dragon Pass. 6 scenarios, 3 maps.	6.00
CHA4008	CULTS OF PRAX (Revised). Guide to the basis of RuneQuest magic, done as a cult-by-cult guide to the Dragon Pass area of Glorantha. Lengthy cult explanations of the 15 principle cults of RuneQuest.	12.00
CHA4011	PLUNDER. Hoards of treasure plus 43 magical artifacts for use in RuneQuest adventures.	6.00

STOCK NO.	DESCRIPTION	PRICE
CHA4012	RUNE MASTERS. 45 of the toughest, meanest, best equipped, ferocious, powerful, commanding, legendary, skilled, magical, successful, and dangerous opponents — Anywhere. Use with RuneQuest system.	6.00
CHA4014	CULTS OF TERROR. Nine new horror cults for the RuneQuest system.	10.00
CHA4015-X	BORDERLANDS (Boxed). An intermediate level, seven-part campaign adventure for RuneQuest.	16.00
CHA4016-X	TROLLPAK. Supplement pack for RuneQuest which gives a complete background for the Troll race, a guide to playing Troll characters, and adventures in the Troll lands of Glorantha. More.	18.00
CHA4017	SOLOQUEST. Introduces three new RuneQuest adventures you can play <i>solitaire</i> . Includes DREAMQUEST, PHONEY STONES, and MAGUFFIN HUNT.	8.00
CHA4018-X	QUESTWORLD. A new universe for RuneQuesters. Contains everything you need to send your RuneQuest® characters on totally unexpected adventures. Introduces a new, open world where different gods have risen unbound. Includes 9 adventures plus a solo scenario with maps.	15.00
CHA4019	SCORPION HALL (Solo Quest #2). As the town champion, you must enter the ancient, secluded castle, find the lair of the marauding scorpionmen, destroy it, and escape alive.	10.00
CHA4020	SNOW KING'S BRIDE (Solo Quest #3). Your mission is to escort Brunhild, the boisterous intended bride of the Snow King, across the mountains and deliver her safe. Characters of any skill level up to Rune Lords and priests. Chaotic cultists need not apply!	6.00
CHA2007	THIEVES WORLD—Boxed Game. A role playing supplement based on the popular book series.	18.00
CHA2009	CALL OF CAHULHU — Boxed Game. A role playing game based on the works of H.P. Lovecraft.	20.00
CHA2010	SHADOWS OF YOG SOTHOTH. A call of Cahulhu supplement.	10.00
CHA2012	ASYLUM. 9 Cahulhu scenarios.	10.00

THE COMPANIONS — Islandian Campaign Series

COM40101	THE CURSE ON HARETH. An adventure and role-play module suitable for beginning adventurers in all FRP systems. Contains complete judging information; fully detailed tricks, traps, and treasures; vivid descriptions for players. One of an interlocking series.	12.95
COM40102	PLAGUE OF TERROR. Modular town adventure for all fantasy game systems. Contains detailed player and games-master maps for 25mm figures, vivid room and NPC descriptions, complete judging information, and new detailed traps, trap poisons and treasures.	8.50
COM40103	BROTHERHOOD OF THE BOLT. Three modular adventures for all fantasy game systems. This is the third in the Brotherhood series, designed to follow THE CURSE ON HARETH and PLAGUE OF TERROR. Contents the same as COM40101 & 40102.	8.50
COM40201	STREETS OF GEM. Another in the Islandian campaign series. Players attempt to thwart the flow of human sacrifices up the River Flowmarch. Interlocks with previous modules. Similar format.	8.50

THE COMPANIONS — Campaign, Role-Play, and Adventure Game Aids

COM41001	CARDS OF POWER. Play aid suitable for all FRP systems. Contains the Companions' Treasure Trove Series, rumors and legends for campaigns, complete judging information and fully detailed magical devices.	7.50
COM42001	PLACES OF MYSTERY I/"Chilling Chambers". 10 fantasy rooms for use with all FRP game systems. Contains maps for 25mm figures, vivid room, and treasure descriptions for reading to players.	5.00

STOCK NO.	DESCRIPTION.	PRICE
COM42002	PLACES OF MYSTERY II/“Alluring Alcoves” . 10 more fantasy rooms for use with all FRP systems. Same format as COM42001 plus new guardian monsters.	5.00
COM42003	PLACES OF MYSTERY III/“Sylvan Settings” . 10 wilderness encounter areas for all fantasy game systems. Suitable for use with 25mm figures. New trap poisons.	5.50
FANTASY GAMES UNLIMITED		
FGU2001	VILLAINS & VIGILANTES—Boxed Game. Be your favorite comic book super hero in this exciting role playing game.	12.00
FGU2002	CRISIS/CRUSADER CITADEL. A Villains & Vigilantes adventure supplement.	5.00
FGU2003	DEATH DUEL/DESTROYERS. A Villains & Vigilantes adventure supplement.	5.00
FGU2004	ISLAND OF DR. APOCALYPSE. A Villains & Vigilantes adventure supplement.	5.00
FGU2005	F.O.R.C.E. A Villains & Vigilantes adventure supplement.	5.00
FGU2501	WILD WEST. Role playing in the days of the quick gun.	11.00
FGU2502	TROUBLE ON WIDOW'S PEAK. A wild west adventure.	4.00
FGU4000	AFTERMATH. A role playing game set in the Post-Holocaust days on earth.	24.00
FGU4001	INTO THE RUINS. An aftermath adventure.	6.00
FGU4003	OPERATION MORPHEUS. An aftermath adventure.	8.00
FGU6801	BUSHIDO—Boxed Game. A role playing game set in feudal Japan.	18.00
FGU6802	INTO THE VALLEY MIST. A Bushido adventure.	5.00
FGU7101	SPACE OPERA (REVISED). Role playing in outer space.	20.00
FGU7111	MARTIGAN BELT. A space opera adventure.	5.00
FGU7113	VAULT OF THE NI'ER QUEY. A space opera adventure.	5.00
FGU7114	FASOLT IN PERIL. A space opera adventure.	4.00
FGU7171	SELDON'S COMPLETE STARCRAFT. For use with Space Opera.	6.00
FGU7701-B	CHIVALRY & SORCERY—Boxed Game. A fantasy role playing game.	20.00
FGU7702	CHIVALRY & SORCERY SOURCEBOOK (REVISED).	8.00
FGU7703	CHIVALRY & SORCERY SOURCEBOOK II.	6.50
FASA — Traveller Approved Adventure		
FAS1001	ORDEAL BY ESHAAR. Zhodani and humans, Vargara and an eni-alien culture come face to face on Eshaar, where valuable resources could win a war. 48 pages with illustrations.	6.00
FAS1002	ACTION BOARD. Welcome aboard the luxury liner King Richard! Murder, hijacking, robberies, mutinies, plagues, and general skulduggery are all part of our trip. 46 pages, one 11" x 17" map, and many illustrations.	6.00
FAS1003	URAQYAD'N OF THE SEVEN PILLARS. Adventure fight to save a desert world from the invading Talaki. 48 pages with one 11" x 17" map and illustration.	6.00
FAS1004	LEGEND OF THE SKY RAIDERS. Journey into the Outback of the jungle planet Mirayn in the company of a beautiful archeologist on the trail of an ancient race of plunderers. 48 pages, 11" x 17" map, and illustrations.	6.00
FAS1006	RESCUE ON GALATEA. The disappearance of Prince Cohaine spells disaster for a major corporation. A team of adventurers must discover his fate.	6.00

STOCK NO.	DESCRIPTION	PRICE
FAS1007	TRAIL OF THE SKY RAIDERS. An ancient artifact and the disappearance of an archeologist are the first clues leading down a trail from a merchant's greed to a planet's warlike ambitions. 48 pages, 11" x 17" map and illustrations.	6.00
FAS1009	FATE OF THE SKY RAIDERS. The home of the Sky Raiders is found and the adventurers must explore a derelict planetoid spaceship that has been drifting in space for thousands of years. 60 pages with 11" x 17" map.	6.00
FAS1010	HARRENSA PROJECT/STAZHLEKH REPORT. A double adventure set in the Old Expanses. 64 pages with illustrations.	6.00
FASA — Traveller Approved Plans, Book Eds.		
FAS1101	ADVENTURE CLASS SHIPS — VOL. 1 (Boxed). Ten small (less than 1,000 tons) starships for use by Traveller players and refs. Includes Imperail, Zhodani, private and commercial vessels. Two booklets and deck plans.	12.50
FAS1103	MERCHANT CLASS SHIPS (Boxed). Six, 1,000-ton merchant vessels described and mapped, ranging from passenger liner to exploratory trader. Two booklets, deck plans, and counters.	12.50
FAS1104	ASLAN MERCENARY SHIPS (Boxed). Complete information on two 3,000-ton warships used by Aslan mercenaries. Two booklets describe the ships with scenarios involving them; chapters on Aslan and their concept of war.	12.50
FAS1105	ADVENTURE CLASS SHIPS — VOL. 2 (Boxed). Ten new ships of less than 1,000 tons, including Aslan, Solomani, private, commercial, military and scientific vessels. Two booklets, five 22" x 17" mapsheets, counters.	12.50
FASA — Thieves' World Approved Adventures		
FAS1401	TRAITOR. A crime lord's bodyguards become enmeshed in treason and betrayal as they search for missing secret documents. Features and article by Robert Aspin.	7.50
FAS1402	THE SPIRIT STONES. An adventure surrounding the S'danzo and the Spirit Stones.	7.50
FAS1403	DARK ASSASSIN. A magically constructed assassin is on the loose in Sanctuary. Also contains an article by Robert Aspin.	7.50
FASA — World War II Role-Playing Games		
FAS1501	BEHIND ENEMY LINES. A complete role-playing system designed to re-create WWII action. Players become members of an American squad in Western Europe. Includes rules and guidelines booklet, event tables booklet and a mission booklet with 3 adventures, plus short combat incidents and a collection of pre-generated characters. Much more in a bookcase-sized box.	20.00
FAS1502	THE GUNS OF NAVARONE. The first adventure for Behind Enemy Lines. Re-creates the movie of a crack commando team assaulting a vital fortress in the Aegean Sea.	7.00
FAS1503	BRITISH COMMANDOS. Details British and Commando character generation, special skills, weapons, and equipment and an historic mission adventure.	7.00
FASA — Science Fiction Games		
FAS1601	GRAV-BALL. The sporting event of the future requiring skill and courage. Two 6-man teams in a zero-G court try to score with a five kilogram steel playing ball.	15.00
FAS1602	BOOK OF MARS. An extensive reference source of military technology and combat technique ranging from the archaic past to the near future that is an effective combat system supplement to all role-playing games currently available.	15.00

STOCK NO.	DESCRIPTION	PRICE
FAS1603	COMBOTS. Each player builds his own robot out of an assortment of offensive and defensive components in this game of gladiatorial robot battles in the future.	15.00
FASA — Star Trek Series		
FAS2001	STAR TREK, THE ROLE-PLAYING GAME. Provides the framework in which player created and controlled characters interact, explore, fight, or do anything imaginable in Star Trek's science fiction setting. Includes basic rule book, adventure book, deck plan book, starship combat hex grid and two 20-sided dice.	25.00
FAS2002	THE KLINGONS. Supplement that provides not only a complete creation system for Klingon player characters, but technological, cultural and physiological backgrounds of Klingons and their society. Includes rules and background sourcebook, Klingon Empire adventure scenarios and Klingon character and ship counters and more.	15.00
FASA — Star Trek Starship Deck Plans		
FAS2101	U.S.S. ENTERPRISE. Set consists of 9 double-sided, 22" x 33" sheets which display every interior aspect of the Enterprise. For use with 15mm miniature figures.	15.00
FAS2102	KLINGON D-7. Set of 6 double-sided 22" x 33" sheets displaying the entire interior of the ship in 15mm scale. Included is a 12 page booklet of descriptions and explanations.	12.50
FAS2103	U.S.S. RELIANT. Details interior of USS Reliant. 7.5mm scale.	10.00
FAS2104	SPACE LABORATORY REGULA ONE. Features interior details of the space lab with full descriptions and explanations. 7.5mm scale.	12.50
FASA — Star Trek Adventures and Rule Supplement		
FAS2201	THE VANISHED. Players investigate a Federation Deep Space Research Station to discover the cause of the disappearance of its entire staff and crew.	6.00
FAS2202	WITNESS FOR THE DEFENSE. Players return to the mining colony on the home planet of the Horta for a new dose of adventure.	6.00
FAS2203	TRADER CAPTAINS and MERCHANT PRINCES. Contains rules and charts needed for the generation of various traders, merchants, con-men, and rogues. Includes detailed rules for trading commodities, playing the stock market, procuring a bank loan, and the economics of running a ship.	6.00
FAS2204	SHIP CONSTRUCTION MANUAL. Tells you everything you need to know to design, build, and arm your own starship, as well as information on how to rate them in combat.	6.00
FAAS2205	DENIAL OF DESTINY. A complete adventure — players must ignore the Prime Directive of non-interference in order to save the inhabitants of a doomed planet.	6.00
FASA — Ship Recognition Manuals		
FAS2301	THE KLINGON EMPIRE. 32 page, full-color supplement contains complete game stats, combat charts, and scale drawings for fourteen different Klingon vessels.	6.00
FAS2302	THE FEDERATION. Another 32 page supplement containing complete stats, combat charts, and scale drawings for fourteen typical Star Fleet ship designs.	6.00
FAS2304	THE ROMULAN CONFEDERATION. Features fourteen different Romulan vessels in full-color with stats, combat charts, and scale drawings.	6.00
FLYING BUFFALO — Tunnels & Trolls products		
FLY9101	TUNNELS & TROLLS RULEBOOK. All that is required to play this FRP game system is contained in this book. Rules for character generation, magic, combat, etc. in this unique system are contained herein. Solo or group play.	9.95

STOCK NO.	DESCRIPTION	PRICE
FLY6201	TUNNELS & TROLLS BOXED SET. Contains Tunnels & Trolls rulebook, a solitaire adventure, an introductory GM scenario, player character pack with 10 pre-generated player characters, and three 6-sided dice.	15.95
FLY8402	TUNNELS & TROLLS COMPUTER GENERATED CHARACTER PACK.	2.00
FLY0401	T & T GAME MASTER'S NOTEBOOK & SCREEN. Notebook with self-contained stand (will stand by itself) for holding all GM materials for the game, as well as hiding GM maps.	10.00
FLY1901	T & T CHARACTER RECORD SHEETS. Set of 25 character record sheets made especially for use with this game system. Room to record all the vital stats of your T & T character & NPCs.	3.00
FLYING BUFFALO — Tunnels & Trolls Solitaire Dungeon		
FLY8101	BUFFALO CASTLE. Introductory solo dungeon for 1st level characters only.	3.00
FLY8102	DEATHTRAP EQUALIZER. Solitaire dungeon containing, for the faint-hearted, the Frog Trip, or, for the recklessly brave, the Trip of the Lion. For characters of all types under 5th level in the T & T game system.	3.95
FLY8103	LABYRINTH. Face the Minotaur, hydras or the hound of hell in a place where many go in, but few come out. Solo dungeon for 1st or 2nd level warriors in T & T system.	4.95
FLY8104	NAKED DOOM. Run the Royal Khazan Gauntlet of Criminal Retribution and Rehabilitation with nothing but your skin! For characters of 1st or 2nd level ability.	4.95
FLY8105	DARGON'S DUNGEON. Player attempts to survive Dargon's Four Gauntlets of Chromatic Doom. For one to three 1st level characters in the T & T system.	5.95
FLY8105	OVERKILL. Your character, a member of the Khazani Death Host, must perform a secret mission of destruction inside the castle called <i>Overkill</i> . Use with T & T system.	4.95
FLY8109	CITY OF TERRORS. Welcome to the city of Gull, where just walking the streets is an adventure. Use with T & T game system Revised.	7.95
FLY8110	SORCERER SOLITAIRE. Solo dungeon designed especially with 1st-3rd level wizards in mind. Use with the T & T system.	3.95
FLY8112	ARENA OF KHAZAN. Blood lust and blood-letting in the Arena of the City of Death, Khazan. Use with T & T.	5.95
FLY8113	SEWERS OF OBLIVION. With the aid of a small, demonic boatman, you must find your way out of the sewer labyrinth beneath the City of Terrors. Use with T & T.	5.95
FLY8114	SEA OF MYSTERY. Find your fate on your first voyage on the sea. Use with the T & T game system.	4.95
FLY8115	A BLUE FROG TAVERN. Team up with Quartz the rock demon to recover the magic Blue Frog Amulet. Use with T & T game system.	4.95
FLY8116	MISTY WOODS. No one knows what horrors lurk in the heart of the Mistywood — but with the duke's men hot on your heels, you have no choice but to journey there. Use with T & T system.	4.95
FLY8117	GAMESMEN OF KASAR. Are you reckless enough to enter The Game, and smart enough to achieve victory? Dare to collect the reward offered by the Gamesmen of Kasar. Use with the T & T game system.	5.95

STOCK NO.	DESCRIPTION	PRICE
FLYING BUFFALO — Mercenaries, Spies and Private Eyes Products		

FLY3001	MERCENARIES, SPIES & PRIVATE EYES. Role-playing game that allows you to create an adventure with hardbitten mercenaries, suave spies or brilliant detectives. Group play or solo adventuring possible. Contains all you need to play the game.	9.95
FLY3101	THE ADVENTURE OF THE JADE JAGUAR. A solitaire adventure for use with the MSPE game system set in the steaming jungles of Latin America.	4.95
FLY3901	MSPE CHARACTER FOLDERS. Contains 20 blank character folders for the mercenaries, spies and private eyes in your game. Room for all the vital stats.	3.95

FLYING BUFFALO — Other Games and Game Aids

FLY6001	NUCLEAR WAR/4th EDITION. A humorous card game with a tongue-in-cheek view of international diplomacy, propaganda and holocaust for two to six players.	12.95
FLY6008	NUCLEAR ESCALATION. Another comical card game of nuclear confrontation. Can be combined with Nuclear War.	12.95
FLY8501	GRIMTOOTH'S TRAPS. 101 <i>deadly</i> traps for use with any role playing system. Real nasty!	9.95
FLY8502	GRIMTOOTH'S TRAPS TOO! More Grimtooth's traps.	9.95
FLY8511	CITYBOOK I/BUTCHER, BAKER, CANDLESTICK MAKER. 25 city-based establishments with over 75 fully-described non-player characters, and scenario suggestions for use with any role-playing system.	14.95

GAME DESIGNERS' WORKSHOP (GDW) — New Traveller Releases

GDW251	TRAVELLER STARTER EDITION. New streamlined version of the game. Contains 64-page rulebook (abridged version of the Traveller Book), a 24-page booklet of charts and tables, two complete adventures — <i>Shadows</i> and <i>Mission on Mithril</i> , maps and player handouts and two 6-sided dice. Boxed, with new cover art.	10.00
GDW252	TARSUS, WORLD BEYOND THE FRONTIER (Boxed Module). Your father has called you home to Tarsus to help him deal with some trouble. You are accompanied by some loyal companions, all veterans like yourself. Contains map of Tarsus, subsector map of District 268, detail map of the Tanglewood, 12 character cards, referee scenario sheets and world data reference book.	12.00
GDW332	LIBRARY DATA (N-Z). Supplement #11 is the companion volume to supplement #8 and contains data entries N through Z, plus essays dealing with the Imperial nobility, the political situation on the Solomani Rim, and more.	5.00
GDW333	NOMADS OF THE WORLD-OCEAN (Adventure #9). On the waterworld Bellerophon, the adventurers are hired to investigate claims that a giant corporation is hunting the <i>daghadasi</i> to extinction, threatening world-wide eco-catastrophe.	5.00
GDW334	FORMS & CHARTS (Supplement #12). For players and referees to record complete Traveller campaign data. Over 20 blank Traveller forms ready to photocopy or print in quantity. Record character data, animal encounter tables, starship design, cargo shipping, and much more.	5.00
GDW336	VETERANS (Supplement #13). Contains over two hundred characters generated using the rules in Book 4, <i>Mercenary</i> , with resumes for players to see and a separate section containing information for the referee. Vets come from all branches of the Army and Marines; tech levels run from 7 to 15.	5.00
GDW328	BEST OF THE JOURNAL, VOL. II. The best and most popular articles from the JOURNAL'S second year (issues 5, 6, 7, and 8).	5.00

STOCK NO.	DESCRIPTION	PRICE
GDW335	BEST OF THE JOURNAL, VOL. III. Best and most popular articles from the JOURNAL'S second year (issues 9, 10, 11, and 12).	5.00

GAME DESIGNERS' WORKSHOP (GDW) — New Boxed Historical and Family Games

GDW421	BLUE MAX. Introductory level game of World War I aerial combat. Contains rules booklet, counters and map sheets. All that is necessary to fly in WWI. Good game for beginning wargamers.	18.00
GDW451	THE BROTHERHOOD. Family game of Organized crime. Players are crime bosses that try to gain control of different areas of town. Contains rules book, counters, and dice.	10.00
GDW452	CAMPAIGN TRAIL. The race for the presidency. Several compete for endorsements and popular votes in all fifty states. 18 plastic pieces and 2 maps.	15.00
GDW471	ASSAULT. The first in a series of games covering modern tactical combat in the 80's. Counters represent platoons and sections. Two geomorphic maps and 480 counters.	16.00

GAME DESIGNERS' WORKSHOP — The Traveller Series

GDW201	The Traveller Book. Traveller Players and potential customers will find <i>The Traveller Book</i> the last word in science fiction role-playing, everything necessary for play under one cover. It contains rules from books 0, 1, 2, & 3, two adventure scenarios, and appendices. Hardcover book.	15.00
GDW329	The Solomani Rim. Maps and accompanying information show the locations of worlds and jump routes, population figures, technological levels, and planetary characteristics.	5.00
GDW330	Prison Planet. Adventure 8 for Traveller. Sometimes adventurers violate the law; sometimes they get caught. Now there's a place to send them: the Imperial prison on the planet Newcomb.	4.98
GDW331	Divine Intervention/Night of Conquest. Double Adventure 6 for Traveller. In Divine Intervention, a religious dictator refuses to allow exploitation of the world's resources by offworlders. The adventurers are hired to fake a message from his Deity.	4.98
GDW300	Deluxe Traveller. Beginner's set containing the basic three rulebooks. "An Introduction to Traveller", an introductory adventure and a map of the "Spinward Marches".	20.00
GDW301	Traveller. The basic set of three rulebooks containing everything necessary for exciting role-playing adventure in the far future.	12.00
GDW303	1001 Characters. 1001 pre-rolled characters to be used with Traveller.	5.00
GDW304	Mercenary. 4th book in the Traveller series. Form mercenary companies to serve on strange planets.	6.00
GDW305	Animal Encounters. Contains pre-rolled animal encounters for Traveller adventures in the wilderness of strange planets.	5.00
GDW306	Kinuir. Fur Traveller adventures concerning the Kinuir Class Imperial Battlecruisers.	5.00
GDW308	High Guard. 5th book in the Traveller series. More career paths including the High Guard.	6.00
GDW309	The Spinward Marches. Sector maps and data of a frontier of the Empire.	5.00
GDW310	Citizens of the Imperium. More pre-rolled characters using the 4th and 5th books of Traveller.	5.00
GDW311	Research Station Gamma. An adventure to save aliens from terrible experiments.	5.00
GDW312	Shadows/Annic Nova. Two separate adventures. In the first strange pyramids must be investigated. In the second a derelict starship must be salvaged.	5.00

STOCK NO.	DESCRIPTION	PRICE
GDW313	Across the Bright Face/Mission on Mithril. Two separate adventures. In the first a group of bodyguards have lost their clients and now may lose their lives. In the second a Scout crew has to get their ship repaired but first...	5.00
GDW314	Twilight's Peak. A clue, a legend and a century old treasure worth millions are the components of this Traveller adventure.	5.00
GDW315	76 Patrons. 76 different missions that give the basic situation and let the GM develop the action!	5.00
GDW316	Leviathan. The trading vessel Leviathan recruiting crew for a trading mission in search of cargos, profits and adventures.	5.00
GDW317	The Best of the Journal. The best material from Volume One of the Journal of the Traveller's Aid Society.	5.00
GDW318	Traders and Gunboats. Data and deck plans for common starships of the Traveller series.	5.00
GDW319	Trillion Credit Squadron. Build fleets to protect your home world using a "war-chest" of a trillion credits, but remember your enemy is doing the same.	5.00
GDW320	Library Data (A-M). Excerpts from the Imperial Library are just the thing to give your campaign flavor and excitement.	5.00
GDW321	Argon Gambit/Death Station. Two separate adventures. In one players must unravel the net of political intrigue they find themselves in. In the other they must investigate why a laboratory ship in orbit is not answering their radio.	5.00
GDW322	Introduction to Traveller. Just the thing to give to a new player to get them started, without them having to read all the rulebooks.	6.00
GDW324	Fighting Ships. Deck plans and performance data of standard star ships found in the war fleets of the Imperium.	5.00
GDW325	Expedition to Zhodane. An adventure to the home world of the most feared enemies of the Imperium.	5.00
GDW326	Broadsword. Adventures based on the Broadsword class of mercenary cruisers. Incorporates High Guard, Mercenary and Striker Rules.	5.00
GDW327	The Chamax Plaque/Horde. Two separate adventures in one, adventurers must investigate the disappearance of a lost expedition on a long dead planet. In the second, a swarm of aliens from a crashed spaceship threaten an entire planet.	5.00

GAME THEORY & DESIGN INC. — New Releases

GTD201	NAPOLEON'S ITALIAN CAMPAIGNS. Two-player game, that can be played in approximately one-hour, covering battles during the period from 1796-1800 in northern Italy. The French attack, defend, then attack again. Includes 252 unit counters, four-color map board, charts, tables, dice and rules.	8.50
GTD203	NAPOLEON'S RUSSIAN CAMPAIGN. Two-player game recreates Napoleon's invasion from 1812-1814 in Eastern Europe. The French have a distinct superiority in the beginning of the game; time and reinforcements are on the side of the Russians. One-hour playing time. Includes 252 unit counters and markers, four-color playing board, charts, tables, dice, and rules.	8.50
GTD202	NAPOLEON'S PENINSULA CAMPAIGN. Two-player game that starts in 1808 and ends in 1814 using the terrain in Western Europe. The French armies start strong, are checked by the British, rebuild, attack, and must then defend against the powerful British counterattack. Same playing format and contents as GTD1 and GTD2.	8.50

STOCK NO.	DESCRIPTION	PRICE
JOHN N. HANSEN CO. INC. — New Releases		
HAN230	221-B BAKER STREET. Assume the role of Sherlock Holmes and travel through the streets of London attempting to solve baffling cases. Contains four-fold playing board, tokens, dice, Scotland Yard cards, Skeleton Key cards, Case cards, checklist pad, clue and answer booklet, and rules. 20 original adventures come with the game.	12.95
HANH-02	NEW CASES SET #2. Additional cases for 221-B Baker St. Case nos. 21-40.	3.00
HANH-03	NEW CASES SET #3. Twenty more cases, nos. 41-60.	3.00
HANH-04	NEW CASES SET #4. Cases nos. 61-80.	3.00
HANH-05	NEW CASES SET #5. Cases nos. 81-100.	3.00
HANH-06	NEW CASES SET #6. Cases nos. 101-120.	3.00
HANH-10	CHECK PADS. Set of four-50 sheet pads for use with 221-B Baker St.	2.50

HARRIS GAME DESIGNS — New Releases

HAR0101	NATIONAL LIBERATION FRONT. Experience the challenge and suspense of guerrilla warfare. Introduces new and unique design concepts that promote realistic military situations. Strategy must be based on the last known position of the enemy. Contains four-color 16" x 22" map board, 195 unit counters, charts, screens, and rule book.	18.00
---------	---	-------

HERO GAMES — Boxed Games

HRO001-B	CHAMPIONS (Revised/Boxed). Build the Superhero you want to play. A unique character generation system allows you to choose from over 75 different powers and skills. Includes everything needed to play — 80-page rulebook, 16-page VIPER'S NEST scenario, character sheets, 17" x 22" street map, and six dice.	14.95
HRO007-B	ESPIONAGE! Role-playing in the action-packed world of the Secret Agent. Experience deadly weapons, intricate gadgets, and high speed car chases as your hero moves through the world of espionage. Contains complete rulebook, <i>Merchants of Terror</i> scenario, and 3 dice.	12.95

HERO GAMES — Supplements and Adventures

HRO002	ENEMIES. Pre-generated non-player characters to be used as opponents for your Champions. Nasty stuff! 35 bad-guys.	5.95
HRO006	ENEMIES II. More nasty villains. Fully illustrated.	5.95
HRO008	CHAMPIONS II. New powers, new skills, and articles on how to run a campaign for the CHAMPIONS game system. 80 pages.	9.95
HRO005	GAMEMASTER'S SCREEN (2nd Edition). All the charts and tables you need to run the Champion role-playing game.	4.50
HRO003	ISLAND OF DR. DESTROYER. Adventure #1 for the Champion game system. Dr. Destroyer has stolen a nuclear powered missile and plans to launch the dreaded Hypno-Ray satellite into orbit. Can your superheroes overcome his island fortress and super villain elite and stop him?	4.95
HRO004	ESCAPE FROM STRONGHOLD. Adventure #2 for the Champions system. Your superheroes must prevent the break-out of six of the toughest super villains known from an escape-proof prison. Full maps of the prison, staff descriptions, a Super-cell building system, and six new villains.	5.95
HRO009	DEATHSTROKE. Adventure #3 for the Champions system. A group of super villains is holding the world for ransom. Pay up or they destroy every nuclear reactor in the world — and they can do it! Can you save the world from nuclear blackmail?	5.95

STOCK NO.	DESCRIPTION	PRICE
ICARUS GAMES — Boxed Games		
ICA201	IRON HORSE. A turn of the century railroad commerce card game set during the age of the steam locomotive for 2-8 players. The set contains cards necessary for play and the rules booklet.	10.00

IRON CROWN ENTERPRISES — Role-playing System and Accessories

ICE1100	ARMS LAWS. Set of rules designed for fantastic/medieval missile and melee combat. Included are a 12-page rule booklet, 4 double-sided combat tables, 30 separate weapons tables.	10.00
ICE1400	SPELL LAW. Complete spell system drawn from the mythology, literature, science, and lore of hundreds of cultures adaptable to any fantasy role playing game. Includes over 2000 spell descriptions for 15 different character classes in 3 separate realms of power, detailed alchemy rules, spell attach tables, and a complete set of rules.	17.50
ICE1500	CLAW LAW. The animals strike back! This supplement provides attack tables integrating the size, instinct, and fighting patterns of a wide variety of animals and monsters. Also, the martial arts are systemized.	6.00
ICE1600	ARMS LAW/CLAW LAW (Boxed Set.) Includes supplements. ICE 1 and ICE 4 in a boxed format.	16.00
ICE1700	CHARACTER LAW. A set of guidelines for fantasy role-playing character development which includes 19 character classes with potential and temporary stats, a unique trait development system, and skill advancement costs according to character class.	10.00
ICE1800	ROLEMASTER (BOXED SET). I.C.E.'s complete fantasy role-playing system in one box. Includes CHARACTER LAW, SPELL LAW, ARMS LAW & CLAW LAW and a pair of high-impact dice.	38.00

IRON CROWN ENTERPRISES — Middle Earth Series

ICE2200	CAMPAIGN AND ADVENTURE GUIDEBOOK. The cornerstone of this series. Gives FRP players vital information concerning climate, languages, geography, etc., as well as the locations of major cities, citadels, and trade routes in Middle Earth. Accompanying the book is the folded 24" x 36" full-color POSTER/MAP of Middle Earth. This version comes with a reference and grid.	9.00
ICE2100	MIDDLE EARTH POSTER/MAP. Without reference and grid.	5.00
ICE2300	ANGMAR, LAND OF THE WITCH KING. I.C.E.'S first Middle Earth module includes 8 maps, 4 major floor plans, cultures and herblore, guidelines for running adventures, 16" x 20" full-color, double-sided mapsheet; much more.	10.00
ICE2500	THE COURT OF ARDOR. A southern Middle Earth module. Details the jungle land of ancient swamp ruins and island citadels held by dark elven lords and their minions. Contains a 16" x 20" mapsheet, 4 black and white maps, 8 major layouts, animal lore, herbs, etc.	10.00
ICE2600	NORTHERN MIRKWOOD, THE WOOD-ELVES REALM. Details all of the Northern Wilderness including Lake Town, Dale, and Raft-elf Village. Other layouts include the Lonely Mountain, the halls of the Elvenking, etc. Covers the great Eagles, spiders, bears, trolls, wights and 20 Dragons of the Withered Heath. Contains 16" x 20" mapsheet.	12.00
ICE2700	SOUTHERN MIRKWOOD, HAUNT OF THE NECROMANCER. Details the land of Southern Rhovanion, from the Battle plan of Dagorlad across the Undeeps to the eerie hill fortress of Dol Guldur. Contains a 17" x 22" mapsheet. Major layouts include the inner sanctum of Dol Guldur.	12.00

STOCK NO.	DESCRIPTION	PRICE
ICE7100	THE FELLOWSHIP OF THE RING. First in the new series of fantasy board games based on J.R.R. Tolkien's THE LORD OF THE RINGS and THE HOBBIT. This 2-player game focuses on the Fellowship's quest to destroy the One True Ring. Contains a 21" x 26" full-color mounted map board, 65 plastic counters, and over 200 playing cards.	25.00

STEVE JACKSON GAMES — Games

JAC1104	CAR WARS. On the freeways of the future, players choose (or design) their vehicles and take them out on the road — right of way goes to the biggest guns! Includes 24-page rulebook, 105 full-color game counters (cars, vans, etc.), four 12" road sections, stock car "shopping list," and data sheets for weapons and maneuvers.	5.00
JAC1108	ILLUMINATI. A game of world conquest (by stealth and guile). Players control different cabals of the Illuminati — the "secret masters" scheming to dominate the world. The game includes 54 group cards, 244 money chits, 24-page rulebook, and a ziplock bag for cards and money.	6.00
JAC1109	BATTLESUIT. Man-to-Man combat in the world of OGRE. Players control forces of fighting men in powered armor. Six scenarios are provided ("training" combat to full-scale battles). Game includes 275 extra-large double-sided unit counters, 24-page rule-booklet, 21" x 32" game map, and ziplock bag for counter storage.	5.00
JAC1110	NECROMANCER. A fantasy game for two players. Each player becomes a Necromancer controlling the forces of the undead, using their powers to control enemy units and find the mystic Jewels of Power. The game includes a colorful 11" x 17" map, 112 two-sided counters, 24-page rulebook, and ziplock storage bag.	5.00

STEVE JACKSON GAMES — Game Supplements

JAC7101	SUNDAY DRIVERS. CAR WARS in Midville, USA. Autoduellists, trigger-happy pedestrians, heavily-armed police and the local cycle gang form the antagonists in these two scenarios using the 42" x 32" Midville street map. Includes 160 full-color counters, two map sections, 24-page rulebook, and ziplock bag for storage.	5.00
JAC7102	CAR WARS EXPANSION SET #1. Bigger and better raceways for your autoduellists. Includes 24 road sections (straight, curved, "Y," and crossroads) and 124 game counters (oil slicks, smoke, mines, etc.).	3.00
JAC7103	TRUCK STOP. Movement and combat rules for 18-wheelers in CAR WARS. Includes 37 full-color counters, ziplock bag for counter storage, 24-page rulebook, and a 21" x 32" map of a typical fortified truck in the America of 2033.	5.00
JAC7106	CAR EXPANSION SET #2. Duplicate counter sheets from CAR WARS, SUNDAY DRIVERS, and TRUCK STOP, as well as a new Turning Key for easier maneuvers.	3.00
JAC7108	CAR WARS REFERENCE SCREEN. All the charts, tables, diagrams you need for CAR WARS adventures. Super-detailed collision system and large-sized vehicle and pedestrian record sheets.	5.00
JAC7107	AUTODUEL CHAMPIONS. Super-supplement for both the CAR WARS & CHAMPIONS systems providing rules for combining the two games. Contains two complete adventures, a double-sided 21" x 32" map, and over 100 full-color counters (choppers, superheroes, vehicles, etc.).	10.00
JAC7104	ILLUMINATI EXPANSION SET #1. The Conspiracy continues. A dreaded new Illuminati group and new sub-groups to be controlled. Contains 27 game cards, rules sheet, more money chips, ziplock storage bag, and official Bavarian Illuminati membership card.	6.00

STOCK NO.	DESCRIPTION	PRICE
JAC7105	ILLUMINATI EXPANSION SET #2. For the TRULY illuminated. More groups and blank cards to create your own. 27 game cards, rules sheet, ziplock bag, and special "I've Been Illuminated" button.	6.00
STEVE JACKSON GAMES — Boxed Simulation Game		
JAC9101	TEXAS REVOLUTION. Re-creates the war for independence in Texas in 1836, simulating the Battle of the Alamo and the Battle of San Jacinto. Contains 195 counters, 4-page rulebook, 5 optional campaign scenarios, and a 22" x 30" five-color map of colonial Texas.	12.00
KABAL GAMING SYSTEM — Accessories		
KABDFM	DUNGEON FLOOR MODULES. An assortment of pools, doors, passageways, rooms, pillars, bridges, stairs, and pits can be assembled in an infinite variety of dungeons. Contains 20 sheets, 13 sq. ft. of color on sturdy card stock. Scaled for use with 25mm or 15mm.	5.00
NOVA GAME DESIGNS — Games		
NOV0002	ACE OF ACES/ROTARY SERIES. World War I air combat game using Nova's revolutionary stop-action picturebook system. Features rotary-type aircraft (Sopwith Camel vs. Fokker Dr1). Contains two 4" x 6" books of full-page illustrations, rules for beginning, intermediate, and advanced games, and record sheets.	16.95
NOV0006	ACE OF ACES/POWERHOUSE. World War I air combat using Nova's game system. Features in-line engine series airplanes (SPAD VII vs. Fokker DVII). Contains stop-action booklets, rules, and record sheets.	16.95
NOV0012	ACE OF ACES/EARLY PLANES. World War I air combat using the stop-action game system. Features the early planes (Airco DH2 vs. Fokker E III). Contains booklets, rules, and record sheets.	16.95
NOV0007	AXIS & ALLIES. A game of WWII global strategy for 2-5 players. Players marshal their custom-built forces attempting to gain new territory and the increased economic power needed to win the war. Contains geometrically die-cut unit counters, production certificates, charts, tables, rules booklet, six 6-sided dice, and four-color mapsheet.	18.95

STOCK NO.	DESCRIPTION	PRICE
PALLADIUM BOOKS — Gaming Accessories		
PAL104	BOOK OF WEAPONS & ARMOR. Fully illustrated reference guide contains over 500 weapons in addition to 30 pages of major armor types. This booklet is adaptable to any role-playing system. 7" x 10" book with 50 pages.	4.95
PAL105	BOOK OF WEAPONS & CASTLES. The second book in the Palladium Weapons series. Features missile weapons, more armor, siege weapons, and many castle layouts, most of them historic. Same format.	4.95
PAL106	BOOK OF WEAPONS & ASSASSINS. Third book in the Weapons series. It covers historical assassination societies. One example is the Ninja of Japan, their weapons, methods, and poisons.	4.95
PALLADIUM BOOKS — Soft Cover Games		
PAL201	THE PALLADIUM ROLE-PLAYING GAME. 248-page 8 1/2" x 11" soft cover FRP game system. Contains a multitude of variety, with 20 character classes, 13 character races, over 350 spells, symbols and runes, psionics, religions, Gods, dragons, and the game system. Includes an adventure scenario.	19.95
PALLADIUM BOOKS — Boxed Games		
PAL301	THE VALLEY OF THE PHAROAHs. Palladium's first boxed game is a historical role playing game that transports the players to the time when Egypt was just beginning her campaign of military and political expansion. Lavishly illustrated rule book, color fold-out map of Egypt, over a dozen other pull out maps, diagrams, and floor plans.	12.00
PHOENIX ENTERPRISES LTD. — Boxed Games		
PHO101	ZULU ATTACK. The battle of Isandlwana, January 22, 1879. Twenty thousand Zulu warriors have crossed eighty miles of torturous terrain to destroy the invading British who are only 1300 in number. Game includes 90 die-cut counters, rules sheet, charts and tables, and 22" x 28" mapsheet.	12.00
PHO102	GETTYSBURG/HIGH TIDE OF THE CONFEDERACY. The Union Army of the Potomac is strung out over 600 square miles of the Pennsylvania and Maryland countryside. Two confederate Brigades are rapidly advancing. Contains 390 die-cut counters, charts and tables, dice, and 22" x 28" mapsheet, and rule book.	18.00
PHO103	REMEMBER GORDON/THE BATTLE OF OMDURMAN. Conducting a two-year campaign to conquer the Sudan, Kitchener's Anglo-Egyptian army now approaches the gates of Omdurman. 60,000 Dervish warriors await him on the plains of Kerreri. Contains 240 die-cut counters, rule book, charts and tables, dice, 22" x 28" terrain map, and bonus game FALL OF KHARTOUM.	16.50
PHO104	ALIEN CONTACT. A game of conquest and diplomacy in a futuristic uninhabited sector of the universe. You expand your control over new star systems and develop your own technology and detente to deal with alien empires. Contains 352 die-cut counters, 22" x 28" mounted full-color map, dice, charts and tables, playing cards, and rules booklet.	22.00

STOCK NO.	DESCRIPTION	PRICE
PHQ105	CHICKAMAUGA/RIVER OF DEATH. The Union Army of the Cumberland has maneuvered Bragg out of Tennessee and captured Chattanooga virtually without firing a shot. The grey clad Army of Tennessee has now turned and threatens to crush in detail Rosecrans' widely separated Federals. 352 die-cut counters, full-color 22" x 28" mounted mapboard, dice, rules booklet, charts, and tables.	22.00

QUARTERDECK GAMES — Historical Games

QUA301	IRONBOTTOM SOUND. Re-creates the struggles fought in 1942 off of Guadalcanal. Allows players to command such ships as the YAMATO, HMS PRINCE OF WALES, HMS CANBERRA, and many more. Includes 22" x 24" mapsheet, over 160 ship counters, a "movable" Savo Island, tables, scenario sheets, log sheets, and rulesbook. Offers ten scenarios; five historical battles, five hypothetical scenarios for tournament play.	17.95
QUA302	NORWAY 1940/THE KRIEGSMARINE STRIKES. A strategic game detailing the opening sea and air operations in the German invasion of Norway in April 1940. Includes two identical mapsheets for secret strategic movement, over 160 counters representing planes, ships and leaders, rulesbook, charts, tables, and logsheets.	11.95
QUA303	DESTROYER CAPTAIN/DESTROYER COMBAT IN THE 20TH CENTURY. This limited edition tactical naval game allows players to command such ships as the O'BANNON, SHIGURE, HMS SWIFT, and over 160 individual destroyers in 20th century action. Includes 35" x 22" mapsheet, over 200 full-color counters, rulesbook, 5 combat aid cards, 4 scenario sheets with historical notes, ship information sheet, dice and ziplock counter bags.	22.95
QUA304	GRANT MOVES SOUTH. Details the Fort Donelson-Shiloh campaign with turns that are 4 days long. This limited edition game covers the opening moves of the 1862 Campaign in the West. The forces of U.S. Grant and A.S. Johnston are represented. Includes 200 die-cut counters, introductory, standard, and optional rules, historical and free deployment scenarios, historical background, 5 combat results tables, river battle tables, and counter bags.	22.95

RIMBOLD ENTERPRISES — Boxed Game

RIM701	FRONTIER-6. Players become either law-abiding landed gentry or outlaws being chased through the badlands in this game of the Wild West. A family game for 2 to 6 players. Includes cattle rustling, lynching, bounty hunts, poker, shoot outs, and more set in the frontier. The game contains a playing board, play money, instructions, cards for play, tokens, and all needed for playing the game.	16.95
--------	---	-------

SELCHOW * RICHTER — Boxed Family Games

SEL007	TRIVIAL PURSUIT MASTER GAME. This board game contains 6,000 trivia questions that players have to answer in order to get around the board and win. Comes with gameboard, markers for play, and two trays of trivia questions.	45.00
SEL008	TRIVIAL PURSUIT/SILVER SCREEN EDITION. An addition to the Master game, this supplement contains movie trivia galore — 6,000 questions about the "silver screen."	34.00

SIMULATIONS CANADA — Boxed Games

SIC102	DARK STARS. Exploration and conflict in space. Science fiction with the major emphasis on science. Set in a Type II Globular Cluster, a tactical map can be set up to depict the planetary system for each star. Up to four players may participate, each controlling a different spacefaring race.	20.00
--------	--	-------

STOCK NO.	DESCRIPTION	PRICE
SIC104	IJN. Tactical naval and naval air combat in the Pacific, 1941-1945. WWII naval combat on a low level tactical scale. Silhouette type counters represent individual vessels and aircraft. 2nd edition with improved counters.	20.00
SIC105	TORPEDO! Tactical Submarine and Anti-submarine warfare, 1939-1945. Uses the same scale and data base as IJN so as to be completely mateable. Special rules accurately cover the actions of submarines, convoys, ASW aircraft, minisubs, and even ASW blimps.	20.00
SIC103	KRIEGSMARINE. Tactical naval and naval air combat in the Atlantic and the Mediterranean, 1939-1945. Sharing the scale, data base, and rules system, it is mateable with IJN & TORPEDO as well as being a complete game in itself. Search, gunfire interaction, damage, night effects, more.	20.00
SIC108	DIVINE WIND. Japan in the Pacific, 1941-1945. The entire Pacific War is covered in a detailed strategic simulation. Players control the military and logistics might of entire nations in scenarios from 13 turns to the full war campaign game.	20.00
SIC115	DIEPPE. The allied return to the Continent, August 19, 1942. A game of this "raid" for 2 players with an operational orientation. Units represent companies. A historic and 5 alternate scenarios are provided.	20.00
SIC116	NAPOLEON'S LAST TRIUMPH. The battle of Wagram, July 5, 1809. A detailed operational level treatment of this crucial battle. The game is of high complexity and is for 2 players. A number of innovative systems are combined to depict the vital aspects of Napoleonic combat.	20.00
SIC117	SEAPOW & THE STATE. World War III at Sea, 1984-1994. Examine the current worldwide status of naval affairs as related to major conflicts in a 2 player simulation of high complexity on the grand strategic scale. Detailed systems depict the capabilities and liabilities of aircraft, surface warships, and submarines in the light of current naval doctrines.	20.00
SIC118	THE PELOPONNESIAN WAR. Athens versus Sparta, 431-404 B.C. Covers the attempts of these vastly different powers to come to grips. Now being reissued in a 2nd edition that has been substantially redeveloped.	20.00
SIC119	SCOURGE OF GOD. Campaigns of the Mongolians, 1206-1259 A.D. At the beginning of the 13th century, Genghis Khan managed to unite the warring factions of the Mongol tribes of Lake Baykal. Europe would eventually feel the tide from the far east. The game covers this tumultuous period in a strategic game of low complexity.	20.00
SIC120	D.A.K. The Axis in North Africa, Sept. 1940-May 1943. Examines the entire North African campaign on a strategic scale. The map runs from Damascus to Safi and the action from the first Italian offensive to the final Axis collapse.	20.00
SIC121	WITH FIRE AND SWORD. The Thirty-Years War. In 1618 the political protests of Bohemia became 3 decades of mercenary war that engulfed all of Western Europe in the bitter dynastic struggle of the great ruling houses. A medium complexity strategic game with 3 scenarios and a campaign game that links them.	20.00
SIC122	THE WILDERNESS. Lee meets Grant, May 1864. A high complexity brigade level study of 2 days in May of 1864. The players are placed in the positions of the leaders of the opposing forces — Grant and the Army of the Potomac and Lee and the Army of North Virginia.	20.00
SIC123	HANNIBAL/ROMA. A study of the Italian campaign of Hannibal from 219 B.C. to 206 B.C.	20.00
SIC124	LA REGIA MARINA. A strategic study of the naval war in the Mediterranean and Black Sea from 1940-1943.	20.00

STOCK NO.	DESCRIPTION	PRICE
SLEUTH PUBLICATIONS — Family Games and Supplements		
SLE001	SHERLOCK HOLMES, CONSULTING DETECTIVE. A unique approach to solving the cases of the famous Sherlock Holmes in Victorian London. Includes Clue, Case, and Quiz books, a newspaper "archive," rulesbook, map of Victorian London — all contained in a three-ring binder. Players try to out-sleuth the great detective.	25.00
SLESUP-1	THE MANSION MURDERS. The second volume of CONSULTING DETECTIVE. More cases to solve.	15.00
TASK FORCE GAMES — Pocket Games		
TAS1014	BATTLEWAGON. Follows the history of the dreadnought capital ships from the HMS DREADNOUGHT to the USS IOWA. 13 scenarios, for 2 or more players, depict the famous battleship actions of both World Wars. Includes 108 playing pieces, a tactical combat ship, a sheet of ship displays and complete rules.	5.95
TAS1019	MOON BASE CLAVIUS. A science fiction game for two players depicting the Lunar War of 1996. Players control either the U.S. Lunar Colony or the attacking Soviet Lunar Army. Includes 108 die-cut playing pieces, a large map of the area around the Clavius crater, and complete rules of play.	4.95
TAS1020	THE WARRIORS OF BATAK. A science fiction game depicting the battle between the United Planetary Congress and the militant Batakis for the planet Tsu. Contains a full-color map of the planet Tsu, 54 full-color die-cut playing pieces, and rules of play.	4.95
TAS1021	BOARDING PARTY. A science fiction game for one or two players depicting the struggle by the crew of the CS ULYSSES to board and destroy the DESTRUCTOR cruiser. Designed primarily for solitaire play. Contains a full-color map of the interior of the DESTRUCTOR cruiser, 54 die-cut counters, and rules of play.	4.95
TAS1023	ESCAPE FROM ALTASSAR. A science fiction game depicting the escape attempt by Confederation prisoners from the Spikus Prisoner of War Camp on Altassar. Contains a full-color map of the POW Camp and the surrounding area, 54 full-color playing pieces, and rules of play.	4.95
TAS1024	CITY STATES OF ARKLYRELL. A fantasy game which depicts the struggle of various races of Arklyrell to gain the balance of power through armed conflict. Contains a full-color map of the City States of Arklyrell, 54 playing pieces, and rules of play.	4.95
TAS1025	STAR FLEET BATTLES EXPANSION #3. Features the new and mysterious Wyn Star Cluster. Also featured are the new Light Cruiser classes for all races, in addition to 86 new ship types and variations. Covers minesweepers and mine warfare rules for all races. Eight new scenarios, a campaign game, 5 SSDs, 108 new playing pieces, and more.	6.95
TAS1026	CHECKPOINT OMEGA. A science fiction game depicting a futuristic race between up to six teams of racers. Each team is heavily armed and may use their weapons to eliminate the other teams.	4.95
TASK FORCE GAMES — Starfleet Universe		
TAS3001	BATTLE DAMAGE: CODE RED. Provides players of STAR FLEET BATTLES with an easier and quicker way to resolve battle damages. Uses a 64 card deck with a one hit per card system. Includes 18 different critical hits and a new Damage Allocation Chart for Pseudo-Fighters.	4.95
TAS3002	THE STAR FLEET BATTLES COMMANDER'S RULEBOOK. A complete revision of the STAR FLEET BATTLES rules with an alpha-numeric numbering system and an index for ease of reference. Made with built-in expandability, pages are punched for use in a loose leaf binder, and all errata has been integrated. Packaged in a one-inch binder.	12.95

STOCK NO.	DESCRIPTION	PRICE
TAS3003	STAR FLEET BATTLES SUPPLEMENT #1 — FIGHERS AND SHUTTLES. Adds the playing pieces and rules needed to recreate full-scale fighter actions in STAR FLEET BATTLES. Included are new fighter designs, several new fighter carriers, and rules on dogfighting. Contains several scenarios, 216 new playing pieces, and 4 SSDs.	6.95
TAS3004	CAPTAIN'S LOG #1. Features the short story, and a scenario which recreates the story, "Juggernaut." More than 20 other scenarios. Included are the diagrams needed to resolve combat when the opponents are in the same hex.	5.95
TAS3005	STAR FLEET BATTLES COMMANDER'S SSD BOOK #1. The first of three SSD Books. It contains all the ships for the Federation, Andromedans, Orions, and Kzintis. Incorporates on one sheet all the charts necessary to move, fire weapons, and record hits for a ship. 48 ship SSDs per book.	4.95
TASK FORCE GAMES		
TAS1000	Valkenburg Castle pocket game. The young lord attempts to reclaim his ancestral castle.	4.95
TAS1001	Starfire pocket game. Battles between fleets of space warships.	4.95
TAS1003	Cerberus pocket game. Planetary colonization wars.	4.95
TAS1006	Intruder pocket game. Capture or kill an alien monster loose in a space station.	4.95
TAS10009	Starfire II pocket game. Adds carriers and fighters to STARFIRE. Can be played alone or with STARFIRE.	4.95
TAS1011	Spellbinder pocket game. Warlock generals lead to fantasy armies.	4.95
TAS1013	Robots! pocket game. Players design and build their own combat robots.	4.95
TAS5001	Star Fleet Battles bookcase boxed. Starship battles in deep space.	17.95
TAS1015	Star Fleet Battles Expansion #1 pocket game. Adds 8 new scenarios, 2 new mini campaign games!	6.95
TAS1016	Survival/the Barbarian pocket game. 2 games in one. Survive a starship crash, and in Barbarian, fight goblins, wraiths, and zombies to unify mankind.	4.95
TAS1017	Ultra-Warrior pocket game. Battle for control of a planet.	4.95
TAS1018	STARFIRE III EMPIRES. It allows two or more players to create their own galaxies. You use the popular STARFIRE system to design, build and take into battle their own fleets!	4.95
TAS1022	STARFLEET BATTLES EXPANSION #2. Adds 32 new ships, improved fighters, new weapons, 8 new scenarios and three new campaigns!	6.95
TIMELINE INC. — Games and Accessories		
TIM GB-1	THE MORROW PROJECT. Role-playing in a devastated future America. Players are Morrow Project "cryonauts" that survive the nuclear holocaust of 1989. They have to bring organization and civilization to the inhabitants of a country 150 years in the future. Includes rules, charts, tables, etc. — all the necessary material to begin to adventure. Soft-back format. Coded TM1-1.	12.00
TIM GA-1	GAME MASTER'S SHIELD. All the charts and reference material needed to run a Morrow Project role-playing adventure.	5.00
TIM GA-2	PERSONAL & VEHICULAR BASIC LOAD PACKAGE/MORROW PROJECT EXPANSION. Contains the new expansion booklet as well as 22 personal basic loads, 12 vehicular basic loads, new format character sheets, and breakdown tables.	6.95
TIM GA-3	GAMER'S PACKAGE/VEHICULAR BASIC LOADS.	5.95
TIM GA-4	MORROW PROJECT VEHICULAR BLUEPRINTS.	9.95
TIM GA-5	MORROW PROJECT I.D. PACK. Contains MP Form I D (restricted) and Morrow Industries/Morrow Project Security Classification list.	.95

STOCK NO.	DESCRIPTION	PRICE
TIM GA-6	MORROW PROJECT SECURITY COVER SHEETS. For use with all Morrow Project documentation (Confidential/Secret/Top Secret).	2.00

TIMELINE INC. —

Morrow Project Adventure Files (Modules)

TIMR-002	DAMOCLES. A sparkling, white, frigid desert in the eerie, subterranean morgue of Project Damocles. Recon Team G-9 will experience all of this and more. Contains all of the information, maps, and systems necessary for the Project Director to run this scenario.	6.95
TIMR-003	OPERATION LUCIFER. In an area of over 20,000 square miles, Recon Team G-5 is racing against time to locate an undetonated Soviet nuclear warhead before it goes off. Contains all the information necessary to run the scenario plus new weapons and detailed cache contents.	6.95
TIMR-004	THE RUINS OF CHICAGO. Recon Team G-12C must enter the nightmare world of the ruins of Chicago in order to locate the remains of a once proud university wherein may lie the accumulated knowledge of our world. Contains all the information, maps, and systems necessary for running the scenario. Also, new weapons and the deadly inhabitants of 22nd century Chicago.	6.95

VICTORY GAMES — Boxed Games

VIC30000	GULF STRIKE. Comprehensive land, air, and naval combat in the Persian Gulf, depicted on strategic and operational levels. Comes with three mapsheets, 910 playing pieces, and 5 scenarios. For two players, or more with division of command.	30.00
VIC30001	AMBUSH. The unique <i>solitaire</i> game of small unit (squad level) tactics during World War II. Contains two 16" x 22" mapsheets, 218 playing pieces, rules and paragraph booklets, player-aid cards, 82 character and vehicle cards, 19 missions, dice and more.	24.00
VIC30002	HELL'S HIGHWAY. Operation Market-Garden — the Allied race to seize a bridge across the Rhine in WWII recreated on an operational scale. Includes two maps, 520 playing pieces, two player-aid cards, and three scenarios.	20.00
VIC30003	THE CIVIL WAR. America's epic struggle from the bitter campaigns in the East to the skirmishes in the West — the decisive strategic level game of the whole war. Contains two maps, 520 playing pieces, four yearly scenarios, and campaign scenario.	18.00
VIC30004	NATO/THE NEXT WAR IN EUROPE. The next war in Europe pits NATO against Warsaw Pact forces in a sophisticated, easy-to-learn simulation game designed to be playable in one gaming session. Contains one 22" x 32" mapsheet, 390 playing pieces, rules booklet, two display sheets, 6-sided die, and counter tray.	15.00

VICTORY GAMES —

James Bond Role-Playing Game and Accessories

VIC35000	JAMES BOND 007 BASIC GAME. Gives the players all the rules needed to play the JAMES BOND 007 game. An introductory adventure — THE ISLAND OF DR. NO — is also included, illustrating how the various rules work. This is only the book format.	9.95
VIC35001	Q MANUAL. Over 150 illustrations and technical drawings, this supplement includes weapons, vehicles, and covert devices from the James Bond movie series, plus many additional items that players can bring with them on their missions. Simple mechanics allow players to incorporate these items easily into the JAMES BOND 007 game.	9.95
VIC35002	BASIC KIT. The Basic kit comes complete with the Basic Game book containing all the rules needed to play the game plus an introductory adventure. Also includes a pad of character records, two 6-sided dice, and two 10-sided percentile dice.	12.95

STOCK NO.	DESCRIPTION	PRICE
VIC35003	GOLDFINGER. This adventure module contains a 48-page Gamesmaster Guide with the characters, locales, and events from the movie. Includes an Agent Briefing Dossier with 8 mission information sheets and a full-color wrap-around folder printed with maps of the major encounter areas.	6.95
VIC35004	OCTUPUSSY. Includes the 48-page Gamesmaster Guide that contains all the information necessary to play out this mission. Contains an Agent Briefing Dossier with 8 mission information sheets and a full-color wrap-around folder with portraits of the major characters.	6.95
VIC35005	GAMEMASTER PACK. Comes with an 11" x 32" screen printed with the charts and tables used in play. Contoured figures with bases give visual representations of major characters and vehicles. Includes a pad of 40 Character Records and a 11" x 17" movement and combat grid.	8.95

WEST END GAMES — Boxed Games

WES704	KAMAKURA. A game of war, diplomacy, and Machiavellian intrigue set in Japan during the Kamakura Shogunate (1192-1333), the period in which Japanese feudalism and the samurai class reached their full development. Two to six players represent the various clans and peer groups.	12.00
WES10004	OPERATION BADR. A game of Arab-Israeli military conflict representing the Syrian assault in the Golan in October of 1973.	12.00
WES10005	THE LAST PANZER VICTORY. A historical simulation of the desperate battles around the Hungarian city of Debrecen in October of 1944 as the Russian 2nd Ukrainian Front encounters Hitler's last Panzer reserve on the Eastern Front.	15.00

YAQUINTO PUBLICATIONS — Boxed Games

YAQW4306	MAN, MYTH & MAGIC (Boxed). A role-playing system that deals with the mysteries of the Ancient World, from Stonehenge to the Pyramids and more. Complete with 3 booklets, 6 adventures, gamemaster guide, charts, tables, maps, dice, character sheets, and players' aids.	19.00
----------	--	-------

YAQUINTO PUBLICATIONS — Rulebooks

YAQ4301	MAN, MYTH & MAGIC BASIC GAME BOOK WITH ADVENTURE. Role-playing in the gladiatorial arena of Ancient Rome. Contains all the needed charts and rules to play the basic game and adventure.	6.00
YAQ4302	MAN, MYTH & MAGIC ADVANCED RULE BOOK WITH ADVENTURE. Role-playing in the world of Ancient Rome. Contains advanced rulebook, charts, maps, and Introductory adventure.	6.00
YAQ0903	THE SWORD AND THE FLAME. A set of introductory rules for the conduct of miniature battles of the British Empire, from the Pathan campaigns of 1878 through the Dervishes of 1884.	6.00

YAQUINTO PUBLICATIONS — Man, Myth and Magic Modules

YAQ4307	DEATH TO SETANA. Episode #5 of the first adventure for use with the Man, Myth, and Magic game system. (Episodes #1-4 are found in the MAN, MYTH & MAGIC Boxed Game.) It is summer of 41 A.D. on the mysterious isle of Britain.	6.00
YAQ4308	THE KINGDOM OF THE SIDHE. Episode #6 of Adventure #1 in the Man, Myth and Magic game system. The adventure at Stonehenge continues.	5.00
YAQ4309	NEWGRANGE REACTIVATED. Episode #7 in the continuing Adventure #1 of the Man, Myth and Magic game system. Should be played in sequence with Episodes 1-6.	6.00
YAQ4310	THE GLASTONBURY LABYRINTH. Episode #8 in Adventure #1 of the Man, Myth and Magic game system.	6.00

STOCK NO.	DESCRIPTION	PRICE
YAQ4311	ASCENT TO HELL. Episode #9 in Adventure #1 of the Man, Myth and Magic game system.	6.00
YAQ4312	THE EGYPTIAN TRILOGY. A three episode adventure module for use with Man, Myth and Magic game system. It is Spring of 1375 B.C. and you find yourself before an ancient stone monument at Giza. Adventure #2 takes place in the ancient past of Egypt and includes 31 new character classes, over 60 new magical items and spells, new weapons and armor classes, and rules for charioteers.	12.00
YAQUINTO PUBLICATIONS — Accessories		
YAQP0001	PLASTIC COUNTER TRAYS. Extra large trays found in most Yaquinto boxed games.	6.00
ZOCCHI DISTRIBUTORS "GAME SCIENCE" PRODUCTS — Games		
Z10102	EMPIRE OF THE PETAL THRONE. On the alien planet of Tekumel, stranded human and extraterrestrial beings compete in a hostile world filled with intelligent and inimicable races. Science and fantasy blended in a boxed <i>role-playing</i> game.	30.00

STOCK NO.	DESCRIPTION	PRICE
Z10105	TEKUMEL SOURCE BOOK. The new, revised, expanded Empire of the Petal Throne role-playing system in a boxed format. Comes with source book and full-color map.	30.00
Z10107D	STAR FLEET BATTLE MANUAL/DELUXE EDITION. Table-top rules format in which each player captains a starship on the frontiers of space. Includes 8 GAME SCIENCE Star Fleet Starships, mapboards, combat scenarios, HIGH IMPACT® 20-sided dice, and conversion formula which permits playing as table-top or boardgame. Boxed.	25.00
Z10306	ALIEN SPACE. Command an exotic alien starcraft in mock combat. This game comes with 8 unique alien ships, each with its own secret weaponry. Rules cover details of conflict plus repair, economics, diplomacy, campaigns and formulas for producing original ships. Can be used with the Star Fleet Battle Manual. (11" x 12" ziplocked rulebook.)	7.00

Dice & Accessories

STOCK NO.	DESCRIPTION	PRICE
Precision-crafted KOPLOW DICE—made in Germany		
RED—w/white numbers		
KOP1	4 sided	1.20
KOP2	6 sided	1.00
KOP3	8 sided	1.20
KOP4	10 sided	1.30
KOP5	12 sided	1.30
KOP6	20 sided (0-9 twice)	1.50
BLUE—w/white numbers		
KOP7	4 sided	1.20
KOP8	6 sided	1.00
KOP9	8 sided	1.20
KOP10	10 sided	1.30
KOP11	12 sided	1.30
KOP12	20 sided (0-9 twice)	1.50
BLACK—w/white numbers		
KOP13	4 sided	1.20
KOP14	6 sided	1.00
KOP15	8 sided	1.20
KOP16	10 sided	1.30
KOP17	12 sided	1.30
KOP18	20 sided (0-9 twice)	1.50
IVORY—w/black numbers		
KOP19	4 sided	1.20
KOP20	6 sided	1.00
KOP21	8 sided	1.20
KOP22	10 sided	1.30
KOP23	12 sided	1.30
KOP24	20 sided (0-9 twice)	1.50
WHITE—w/black numbers		
KOP25	4 sided	1.20

STOCK NO.	DESCRIPTION	PRICE
KOP26	6 sided	1.00
KOP27	8 sided	1.20
KOP28	10 sided	1.30
KOP29	12 sided	1.30
KOP30	20 sided (0-9 twice)	1.50
KOP31	White, 20 sided (0-9 twice—1/2 black & 1/2 red nos.)	1.50
KOP32	Black, 6 sided with red pips	.40

Dice Bags — Bags are 5" x 6 1/2", Velour, Washable

COLORS

TAG010	GRAY	2.00
TAG025	BABY BLUE	2.00
TAG040	BRIGHT RED	2.00
TAG060	BROWN	2.00
TAG015	YELLOW	2.00
TAG030	ROYAL BLUE	2.00
TAG045	DARK RED	2.00
TAG065	PEACH	2.00
TAG020	FOREST GREEN	2.00
TAG035	ROYAL PURPLE	2.00
TAG050	RUST	2.00
TAG070	BLACK	2.00

30-Sided Dice Gaming Tables

Published by The Armory

ARM8001	These tables are suitable for use with all major FRP gaming tables. They detail the use of The Armory's 30-sided dice. This soft-black booklet contains a number of charts and tables used to resolve a number of situations with the 30-sided die. Included are instructions for reading the die and a number of illustrations.	3.95
---------	--	------

The Armory—Dice Inkers

ARM511	DICE INKER. Superfine Permapoint™ pen—black ink.	.98
ARM512	DICE INKER. Superfine Permapoint™ pen—red ink.	.98

STOCK NO.	DESCRIPTION	PRICE
ARM513	DICE INKER. Superfine Permapoint™ pen—blue ink.	.98
ARM514	DICE INKER. Superfine Permapoint™ pen—green ink.	.98

Brand Accessories

High quality six sided dice. Perfect for your gaming needs.

DCE 1	1/4 White	pr./ .40
DCE 2	1/4 Translucent Red	pr./ .40
DCE 3	1/4 Translucent Green	pr./ .40
DCE 4	3/8 White	pr./ .50
DCE 5	3/8 Translucent Red	pr./ .50
DCE 6	3/8 Translucent Green	pr./ .50
DCE 7	1/2 White	pr./ .60
DCE 8	1/2 Translucent Red	pr./ .60
DCE 9	1/2 Translucent Green	pr./ .60
DCE10	1/2 Opaque Red	pr./ .60
DCE11	1/2 Opaque Green	pr./ .60
DCE12	1/2 Brown	pr./ .60
DCE13	1/2 Black	pr./ .60
DCE14	1/2 Blue	pr./ .60
DCE15	5/8 White	pr./ .70
DCE16	5/8 Translucent Red	pr./ .70
DCE17	5/8 Translucent Green	pr./ .70
DCE18	5/8 Opaque Red	pr./ .70
DCE19	5/8 Opaque Green	pr./ .70
DCE20	5/8 Brown	pr./ .70
DCE21	5/8 Black	pr./ .70
DCE22	5/8 Blue	pr./ .70
DCE23	3/4 White	pr./ .90
DCE24	3/4 Translucent Red	pr./ .90
DCE25	3/4 Translucent Green	pr./ .90
DCE26	3/4 Brown	pr./ .90
DCE27	3/4 Black	pr./ .90
DCE28	3/4 Blue	pr./ .90

High Impact Transparent "Gem" Dice

CLEAR

GEM1	4 sided clear	.75
GEM2	6 sided clear	.75
GEM3	8 sided clear	.75
GEM4	10 sided clear	.75
GEM5	12 sided clear	.75
GEM6	20 sided (1-20) clear	.75
GEM7	30 sided (0-9 three times) clear	1.50
GEM8	30 sided (1-30) clear	1.50

RED

GEM9	4 sided red	.75
GEM10	6 sided red	.75
GEM11	8 sided red	.75
GEM12	8 sided red	.75
GEM13	10 sided red	.75
GEM14	12 sided red	.75
GEM15	20 sided (1-20) red	.75
GEM16	30 sided (0-9 three times) red	1.50
GEM17	30 sided (1-30) red	1.50

GREEN

GEM18	4 sided green	.75
GEM19	6 sided green	.75
GEM20	8 sided green	.75
GEM21	10 sided green	.75

STOCK NO.	DESCRIPTION	PRICE
GEM22	12 sided green	.75
GEM23	20 sided (1-20) green	.75
GEM24	30 sided (0-9 three times) green	1.50
GEM25	30 sided (1-30) green	1.50

BLUE

GEM26	4 sided blue	.75
GEM27	6 sided blue	.75
GEM28	8 sided blue	.75
GEM29	10 sided blue	.75
GEM30	12 sided blue	.75
GEM31	20 sided (1-20) blue	.75
GEM32	30 sided (0-9 three times) blue	1.50
GEM33	30 sided (1-30) blue	1.50

YELLOW

GEM34	4 sided yellow	.75
GEM35	6 sided yellow	.75
GEM36	8 sided yellow	.75
GEM37	10 sided yellow	.75
GEM38	12 sided yellow	.75
GEM39	20 sided (1-20) yellow	.75
GEM40	30 sided (0-9 three times) yellow	1.50
GEM41	30 sided (1-30) yellow	1.50

ORANGE

GEM42	4 sided orange	.75
GEM43	6 sided orange	.75
GEM44	8 sided orange	.75
GEM45	10 sided orange	.75
GEM46	12 sided orange	.75
GEM47	20 sided (1-20) orange	.75
GEM48	30 sided (0-9 three times) orange	1.50
GEM49	30 sided (1-30) orange	1.50

PURPLE

GEM50	4 sided purple	.75
GEM51	6 sided purple	.75
GEM52	8 sided purple	.75
GEM53	10 sided purple	.75
GEM54	12 sided purple	.75
GEM55	20 sided (1-20) purple	.75
GEM56	30 sided (0-9 three times) purple	1.50
GEM57	30 sided (1-30) purple	1.50

STRAWBERRY

GEM58	4 sided strawberry	.75
GEM59	6 sided strawberry	.75
GEM60	8 sided strawberry	.75
GEM61	10 sided strawberry	.75
GEM62	12 sided strawberry	.75
GEM63	20 sided (1-20) strawberry	.75
GEM64	30 sided (0-9 three times) strawberry	1.50
GEM65	30 sided (1-30) strawberry	1.50

SMOKE

GEM66	4 sided smoke	.75
GEM67	6 sided smoke	.75
GEM68	8 sided smoke	.75
GEM69	10 sided smoke	.75
GEM70	12 sided smoke	.75
GEM71	20 sided (1-20) smoke	.75
GEM72	30 sided (0-9 three times) smoke	1.50

STOCK NO.	DESCRIPTION	PRICE
GEM73	30 sided (1-30) smoke	1.50
ROOT BEER		
GEM74	4 sided root beer	.75
GEM75	6 sided root beer	.75
GEM76	8 sided root beer	.75
GEM77	10 sided root beer	.75
GEM78	12 sided root beer	.75
GEM79	20 sided (1-20) root beer	.75
GEM80	30 sided (0-9 three times) root beer	1.50
GEM81	30 sided (1-30) root beer	1.50
High Impact Opaque Dice		
WHITE		
OPQ1	4 sided white	.50
OPQ2	6 sided white	.50
OPQ3	8 sided white	.50
OPQ4	10 sided white	.50
OPQ5	12 sided white	.50
OPQ6	20 sided (1-20) white	.50
OPQ7	20 sided (0-9 twice) white	.50
OPQ8	30 sided (0-9 three times) white	1.00
OPQ9	30 sided (1-30) white	1.00
RED		
OPQ10	4 sided red	.50
OPQ11	6 sided red	.50
OPQ12	8 sided red	.50
OPQ13	10 sided red	.50
OPQ14	12 sided red	.50
OPQ15	20 sided (1-20) red	.50
OPQ16	20 sided (0-9 twice) red	.50
OPQ17	30 sided (0-9 three times) red	1.00
OPQ18	30 sided (1-30) red	1.00
GREEN		
OPQ19	4 sided green	.50
OPQ20	6 sided green	.50
OPQ21	8 sided green	.50
OPQ22	10 sided green	.50
OPQ23	12 sided green	.50
OPQ24	20 sided (1-20) green	.50
OPQ25	20 sided (0-9 twice) green	.50
OPQ26	30 sided (0-9 three times) green	1.00
OPQ27	30 sided (1-30) green	1.00
BROWN		
OPQ28	4 sided brown	.50
OPQ29	6 sided brown	.50
OPQ30	8 sided brown	.50
OPQ31	10 sided brown	.50
OPQ32	12 sided brown	.50
OPQ33	20 sided (1-20) brown	.50
OPQ34	20 sided (0-9 twice) brown	.50
OPQ35	30 sided (0-9 three times) brown	1.00
OPQ36	30 sided (1-30) brown	1.00
BLUE		
OPQ37	4 sided blue	.50
OPQ38	6 sided blue	.50
OPQ39	8 sided blue	.50
OPQ40	10 sided blue	.50
OPQ41	12 sided blue	.50

STOCK NO.	DESCRIPTION	PRICE
OPQ42	20 sided (1-20) blue	.50
OPQ43	20 sided (0-9 twice) blue	.50
OPQ44	30 sided (0-9 three times) blue	1.00
OPQ45	30 sided (1-30) blue	1.00
BLACK		
OPQ46	4 sided black	.50
OPQ47	6 sided black	.50
OPQ48	8 sided black	.50
OPQ49	10 sided black	.50
OPQ50	12 sided black	.50
OPQ51	20 sided (1-20) black	.50
OPQ52	20 sided (0-9 twice) black	.50
OPQ53	30 sided (0-9 three times) black	1.00
OPQ54	30 sided (1-30) black	1.00
YELLOW		
OPQ55	4 sided yellow	.50
OPQ56	6 sided yellow	.50
OPQ57	8 sided yellow	.50
OPQ58	10 sided yellow	.50
OPQ59	12 sided yellow	.50
OPQ60	20 sided (1-20) yellow	.50
OPQ61	20 sided (0-9 twice) yellow	.50
OPQ62	30 sided (0-9 three times) yellow	1.00
OPQ63	30 sided (1-30) yellow	1.00
ORANGE		
OPQ64	4 sided orange	.50
OPQ65	6 sided orange	.50
OPQ66	8 sided orange	.50
OPQ67	10 sided orange	.50
OPQ68	12 sided orange	.50
OPQ69	20 sided (1-20) orange	.50
OPQ70	20 sided (0-9 twice) orange	.50
OPQ71	30 sided (0-9 three times) orange	1.00
OPQ72	30 sided (1-30) orange	1.00
LIGHT BLUE		
OPQ73	4 sided light blue	.50
OPQ74	6 sided light blue	.50
OPQ75	8 sided light blue	.50
OPQ76	10 sided light blue	.50
OPQ77	12 sided light blue	.50
OPQ78	20 sided (1-20) light blue	.50
OPQ79	20 sided (0-9 twice) light blue	.50
OPQ80	30 sided (0-9 three times) light blue	1.00
OPQ81	30 sided (1-30) light blue	1.00
TAN		
OPQ82	4 sided tan	.50
OPQ83	6 sided tan	.50
OPQ84	8 sided tan	.50
OPQ85	10 sided tan	.50
OPQ86	12 sided tan	.50
OPQ87	20 sided (1-20) tan	.50
OPQ88	20 sided (0-9 twice) tan	.50
OPQ89	30 sided (0-9 three times) tan	1.00
OPQ90	30 sided (1-30) tan	1.00
LIGHT GREEN		
OPQ91	4 sided light green	.50
OPQ92	6 sided light green	.50

STOCK NO.	DESCRIPTION	PRICE
OPQ93	8 sided light green	.50
OPQ94	10 sided light green	.50
OPQ95	12 sided light green	.50
OPQ96	20 sided (1-20) light green	.50
OPQ97	20 sided (0-9 twice) light green	.50
OPQ98	30 sided (0-9 three times) light green	1.00
OPQ99	30 sided (1-30) light green	1.00
PURPLE		
OPQ100	4 sided purple	.50
OPQ101	6 sided purple	.50
OPQ102	8 sided purple	.50
OPQ103	10 sided purple	.50
OPQ104	12 sided purple	.50
OPQ105	20 sided (1-20) purple	.50

STOCK NO.	DESCRIPTION	PRICE
OPQ106	20 sided (0-9 twice) purple	.50
OPQ107	30 sided (0-9 three times) purple	1.00
OPQ108	30 sided (1-30) purple	1.00
MARBELIZED		
OPQ109	4 sided	.50
OPQ110	6 sided	.50
OPQ111	8 sided	.50
OPQ112	10 sided	.50
OPQ113	12 sided	.50
OPQ114	20 sided (1-20)	.50
OPQ115	20 sided (0-9 twice)	.50
OPQ116	30 sided (0-9 three times)	1.00
OPQ117	30 sided (1-30)	1.00

Miniatures

BUYER'S GUIDE TO FANTASY MINIATURES—ARM8002

Published by The Armory, Roy Lipman—Publisher

Over three years in the planning and development, The Armory's first BUYER'S GUIDE TO FANTASY MINIATURES is the most complete compendium of fantasy miniature figures currently on the market. It is really three books in one, covering all the major lines of miniatures (including some science fiction figures) available to the collector/buyer. It totals over 200 pages. It is composed as follows:

Book I, CHARACTER CLASSES, is a computer generated detailed breakdown of all Fantasy and Science Fiction miniatures complete with manufacturer, item number, description, scale (if other than 25mm), and suggested U.S. retail price.

Book II, WHAT TO BUY, contains 28 different lines of Fantasy and Science Fiction figures and accessories, Approximately 2,200 items

with over 2,000 illustrations. Detailed product listings by manufacturer, fully illustrated, coded for availability. Complete with the manufacturer, item, number, description, unit packaging, and suggested U.S. retail price. Lots of pictures in this section!

Book III, WHERE TO BUY, is a detailed listing of retail shops within the U.S. and Canada as well as foreign countries. This list is alphabetic by state, territory, or country, then by city. Complete with store names, addresses, and telephone numbers. They've also included the name of a contact person, usually the owner or manager, for you to talk to.

The Glossary and the Character Class Lists, as well as articles on scale and use of the GUIDE, are the backbone and primary sources of information to be found in this book.

This is an excellent source book for anyone interested in collecting miniatures.

7.95

STOCK NO.	DESCRIPTION	PRICE
DARK HORSE—25mm Fantasy figures		
DARA-001	Hawk Adventurer (2)	1.25
DARA-002	Adventuress (1)	1.10
DARA-003	Hawk Adv. Personality Pack (4)	3.50
DARA-004	Adventuress Person. Pack (3)	3.50
DARA-005	Female Fighter with Sword (1)	1.10
DARA-006	Fem. Fighter Personality Pack (3)	3.50
DARA-007	Adventurer Thief (1)	1.10
DARA-008	Master Thaumaturgist Conjuring (1)	1.10
DARA-009	Ranger with Hound (2)	1.25
DARA-010	Female Ranger with Hunting Cat (2)	1.25
DARB-001	Barbaric Elf with Bow (1)	1.10
DARB-002	Barbaric Elf with Spear (1)	1.10
DARB-003	Barbaric Elf with Sword (1)	1.10
DARB-005	Female Barbaric Elf (1)	1.10
DARB-006	Mounted Barbarian Elf with Axe (2)	2.25
DARD-001	Dwarf Mercen Fighter with Hammer/Sword (1)	1.00
DARD-002	Dwarf Mercen Fighter with Halberd/Mace (1)	1.00
DARE-001	Elven Cleric Fully Robed (1)	1.10
DARH-001	Hobbit Fighters In Full Plate (2)	1.75
DARL-001	Giant Lizard Warrior/Spr (1)	2.75
DARL-002	Giant Lizard Warrior/Sword (1)	2.75

STOCK NO.	DESCRIPTION	PRICE
DARM-001	Zwill (1)	3.50
DARM-002	Durstig Bird (1)	3.00
DARM-003	Swamp Demon (1)	3.00
DARM-004	Skeleton Eater (1)	1.50
DARM-006	Yuri Cyclops—Club Raised (1)	1.75
DARM-007	Yorkuk Cyclops—Low Club (1)	1.75
DARO-001	Orc with Crossbow (1)	1.10
DARO-002	Orc with Spear (1)	1.10
DARO-003	Orc with Hammer (1)	1.10
DARO-005	Orc with Scythe (1)	1.10
DARO-006	Orc Seductress Dancing (1)	1.10
DARO-007	Orc Shaman Chanting (1)	1.10

DRAGONTOOTH MINIATURES—25mm scale fantasy figures

Deities

DTHGD1	Horus, the Eagle-headed deity	4.50
DTHGD2	Assur, the Assyrian winged-bull deity	8.00

Evil Creatures from Below

DTHDE3	Wind Djinn (oriental)	4.00
DTHDE4	Lord of Balrogs	6.00
DTHDE5	Giant winged serpent creature	9.00
DTHDE7	Bird-Bear armed with axe	3.00

STOCK NO.	DESCRIPTION	PRICE
Marvelous Beasties		
DTHMB1	Dragon with Dragon rider	6.00
DTHMB2	Triceratops with rider	6.00
DTHMB3	Five-headed Hydra	5.00
DTHMB4	Unicorns-unicorn herd	6.00
DTHMB5	Great Eagle in flight with rider	10.00
DTHMB6	Griffon with nest, eggs, and griffon chick	7.00
DTHMB9	The Great Owl with armed rider	10.00
DTHMB10	Giant winged cat	7.50

CITADEL MINIATURES U.S.

MEDIEVALS

A superb line of miniatures from the 14th century armies of the Middle Ages. As with some of our FANTASY TRIBES, the MEDIEVALS line has been specially designed with a variety of faces, helms, weapons, etc. from a single figure. This allows us to offer up to twenty variations of one figure, providing you with forces of authentic individuality for role playing games and table-top wargames.

INFANTRY

CITM1	Peasants marching (3 figures)	2.00
CITM2	Peasants advancing (3 figures)	2.00
CITM3	Light Swordsmen (3 figures)	2.00
CITM4	Light Infantry with polearms (3 figures)	2.00
CITM5	Swordsmen in Aketon (3 figures)	2.00
CITM6	Infantry with two-handed weapons in Gambeson (3 figures)	2.00
CITM7	Infantry in Aketon with hand weapons (3 figures)	2.00
CITM8	Armored Infantry in Aketon with hand weapons (3 figures)	2.00
CITM9	Armored Halberdiers (3 figures)	2.00
CITM10	Armored Swordsmen (3 figures)	2.00
CITM11	Knights with swords (3 figures)	2.00
CITM12	Knights with two-handed weapons (3 figures)	2.00
CITM13	Knights with hand weapons (3 figures)	2.00
CITM14	Longbowmen (3 figures)	2.00
CITM15	Armored Handgunners (3 figures)	2.00
CITM16	Crossbowmen in Gambeson (3 figures)	2.00
CITM17	Foot Officers (3 figures)	2.00
CITM18	Foot Standard Bearers (3 figures)	2.00
CITM19	Medieval Adventurers (3 figures)	2.00

CALVARY

CITM101	14thC Knight with sword (2 pieces)	1.50
CITM102	14thC Knight with sword on Armored Horse (2 pieces)	1.50
CITM103	14thC Knight with sword on Caparisoned Horse (2 pieces)	1.50
CITM104	14thC Knight with hand weapons (2 pieces)	1.50
CITM105	14thC Knight with hand weapons on Armored Horse	1.50
CITM106	14thC Knight with hand weapons on Caparisoned Horse	1.50
CITM107	14thC Knight with lance (2 pieces)	1.50
CITM108	14thC Knight with lance on Armored Horse	1.50
CITM109	14thC Knight with lance on Caparisoned Horse (2 pieces)	1.50
CITM110	14thC Knight with couched lance (2 pieces)	1.50
CITM111	14thC Knight with couched lance on Armored Horse (2 pieces)	1.50
CITM112	14thC Knight with couched lance on Caparisoned Horse (2 pieces)	1.50
CITM113	Mounted Bowman (2 pieces)	1.50
CITM114	Mounted Armored Swordsman (2 pieces)	1.50
CITM115	Mounted Armored Spearman (2 pieces)	1.50
CITM116	Armored Cavalry with handweapons (2 pieces)	1.50

STOCK NO.	DESCRIPTION	PRICE
SAMURAI		
CITSAM1	Samurai striking with sword	1.10
CITSAM2	Samurai swinging sword	1.10
CITSAM3	Samurai drawing bow	1.10
CITSAM4	Ashigaru Archer firing bow	1.10
CITSAM5	Ashigaru Standard Bearer	1.10
CITSAM6	Ashigaru with naginata	1.10
CITSAM7	Mounted Samurai with bow	2.49
CITSAM8	Mounted Samurai with spear	2.49
CITSAM9	Ashigaru with arquebus	1.10
CITSAM10	Ashigaru with spear	1.10
CITSAM11	Samurai with spear	1.10
CITSAM12	Warrior Monk with naginata	1.10

WEIRD FANTASY

A new line of miniatures composed of amusing characters suitable for use with all fantasy role playing games. These were designed for the most imaginative fantasy gamer.

CITWF1	"Kindly" Old Wizard	1.10
CITWF2	Airial Servant	1.10
CITWF3	The Complete Adventurer	1.10
CITWF4	Spaced-Out Druid	1.10
CITWF5	Dwarf with Inferiority Complex	1.10
CITWF10	Vorpal Kitty	.98
CITWF11	The Dwarf with No Name (Western Tribe)	1.10
CITWF12	Pumpkin-Head	1.10

FANTASY TRIBES

These ranges of tribal creatures were designed to bring realism to encounters with large numbers of dungeon, village, and wilderness inhabitants. The numbers marked with a bullet (*) can have up to twenty personalities.

FANTASY TRIBE DWARVES

• CITFTD1	Dwarf with spear and sword	1.10
• CITFTD2	Dwarf with light crossbow and sword	1.10
• CITFTD3	Dwarf with sword and pole arm	1.10
• CITFTD4	Dwarf with mace and axe	1.10
• CITFTD5	Dwarf with axe and heavy crossbow	1.10
• CITFTD6	Dwarf with axe and hammer	1.10
• CITFTD7	Dwarf with hammer and pick	1.10
• CITFTD8	Dwarf Standard Bearer with axe	1.10
• CITFTD9	Dwarf Chieftain in plate mail with sword	1.10
• CITFTD10	Dwarf Trumpeter with sword	1.10
• CITFTD14	Dwarf Stretcher Party (4 pcs.)	2.49
• CITFTD15	Mounted Dwarf (2 pcs.)	1.79
• CITFTD16	Dwarf War Engine (5 pcs.)	3.98

FANTASY TRIBE GOBLINS

• CITFTG1	Goblin with pole arm	1.10
• CITFTG2	Goblin attacking with hand weapon	1.10
• CITFTG3	Goblin standing with hand weapon	1.10
CITFTG4	Goblin Chieftain	1.10
CITFTG5	Goblin Standard Bearer	1.10
• CITFTG6	Great Goblin Halberdier	1.10
• CITFTG7	Great Goblin with hand weapon	1.10
• CITFTG8	Great Goblin on Giant War-Boar (2 pcs.)	1.79
• CITFTG9	Goblin on Giant War Boar (2 pcs.)	1.79
CITFTG13	Goblin King's Chariot, with Crew and Giant War Boars (11 pcs.)	9.00
CITFTG14	Gilbert the Goblin Hero	1.10

FANTASY TRIBE TROLLS

CITFTT1	Troll with Tree Trunk club	3.49
CITFTT2	Troll swinging axe	3.49

STOCK NO.	DESCRIPTION	PRICE
CITFTT3	Troll hurling rock	3.49
CITFTT5	Giant Troll in furs with axe and shield	3.98
CITFTT7	Female Troll attacking	3.49
CITFTT8	Young Troll Brat	3.29
CITFTT9	Giant Half-Troll Champion (3 pcs.)	4.98
CITFTT10	Giant Two-Headed Troll	3.98

FANTASY TRIBE SKELETONS

• CITFTS1	Skeleton advancing with sword and shield	1.10
• CITFTS2	Skeleton attacking with scimitar	1.10
• CITFTS3	Skeleton attacking with sword	1.10
• CITFTS4	Skeleton charging with spear	1.10
• CITFTS5	Skeleton attacking with axe and shield	1.10
CITFTS6	Skeleton with bow	1.10
• CITFTS7	Skeleton swinging club	1.10
• CITFTS8	Skeleton advancing with trident	1.10
• CITFTS9	Skeleton attacking with dagger	1.10
CITFTS10	Skeleton hacking with sword	1.10
CITFTS11	Dwarf Skeleton with axe and shield	1.10
CITFTS13	Skeleton King	1.10
CITFTS14	Skeleton Priest	1.10
CITFTS15	Slain Skeleton	1.10
CITFTS16	Shogun Skeleton Lord	1.10
CITFTS17	Grim Reaper	1.10
CITFTS18	Legion of Hell Standard Bearer	1.10
CITFTS21	Skeleton Warrior	1.10
CITFTS22	Skeleton Rider on Horse of Hell	2.49

FANTASY TRIBE ORCS

• CITFTO1	Orc advancing with mace and shield	1.10
• CITFTO2	Orc attacking with sword and shield	1.10
• CITFTO3	Orc advancing with sword, spear and shield	1.10
• CITFTO4	Orc charging with spear	1.10
• CITFTO5	Orc advancing with halberd	1.10
• CITFTO6	Orc swinging axe	1.10
• CITFTO7	Orc firing bow	1.10
• CITFTO8	Orc charging with polearm	1.10
• CITFTO9	Orc advancing with axe and spear	1.10
• CITFTO10	Orc firing crossbow	1.10
• CITFTO11	Orc Chief with sword and flail	1.10
• CITFTO12	Orc Bodyguard with battleaxe	1.10
• CITFTO13	Orc riding Giant War-Wyvern	7.98
CITFTO14	Ogrom Foulbreath, Orc Champion	1.79

FIEND FACTORY

A superb range of mythological and fictitious beasts, as well as human adversaries to darken the rooms and passages of the deepest dungeons. This line was designed for the discerning fantasy gamer.

CITFF1	The Fiend	1.79
CITFF2	Lord of Darkness	1.79
CITFF3	Wraith Rider on Undead Horse (2 pcs.)	2.49
CITFF5	Winged Demon with sword and whip	3.98
CITFF6	Ghost	1.10
CITFF9	White Wizard	1.10
CITFF12	Mountain Giant with battle axe	4.98
CITFF13	Wererat	1.10
CITFF14	Cyclops	1.79
CITFF15	Hill Giant swinging club	1.79
CITFF17	Minotaur	1.79
CITFT31	Reptile Warrior with sword	1.10
CITFF32	Golem	1.10
CITFF33	Great Fire Dragon (4 pcs.)	6.49

STOCK NO.	DESCRIPTION	PRICE
CITFF34	Chimera (4 pcs.)	3.49
CITFF35	Manticore (2 pcs.)	2.49
CITFF40	Berserker with sword	1.10
CITFF41	Berserker with sword and axe	1.10
CITFF44	Bucaneer with sword and axe	1.10
CITFF47	Merchant with dagger	1.10
CITFF48	Desert Raider with sword	1.10
CITFF51	Tentacled Crawler	1.79
CITFF53	Ogre	1.79
CITFF54	Wyvern (3 pcs.)	2.98
CITFF55	Young Dragon (3 pcs.)	2.98
CITFF56	Giant Frog and Giant Snakes (3 figs.)	1.79
CITFF61	Giant Wyvern (4 pcs.)	6.49
CITFF67	Centaur Chief and Goat-Headed Ogre (2 figs.)	2.98
CITFF70	Weretiger in Beast Form	1.10
CITFF73	Dryad, Pixie and Sprite (3 pcs.)	2.49
CITFF74	Goat-Headed Ogres with club and spear (2 pcs.)	2.00
CITFF75	Ape-Lords with Chieftain (3 pcs.)	2.49
CITFF76	Sea Drake (4 pcs.)	3.98

FANTASY ADVENTURERS

A range of intrepid heroes and villains for fearsome fantasy adventures, suitable for any fantasy role playing game.

CITFA1	Fighter in platemail with sword	1.10
CITFA2	Wizard with staff	1.10
CITFA3	Cleric with cross and mace	1.10
CITFA5	Druid with sickle	1.10
CITFA6	Bard with sword and lute	1.10
CITFA7	Monk with staff	1.10
CITFA9	Barbarian with two-handed sword	1.10
CITFA10	Paladin with sword	1.10
CITFA11	Illusionist	1.10
CITFA12	Ninja (Assassin) with sword	1.10
CITFA13	Manbeast (Weretiger)	1.10
CITFA14	Elven Hero with sword	1.10
CITFA15	Dwarf with two handed hammer	1.10
CITFA16	Female Wizard with staff	1.10
CITFA17	Female Thief with dagger and sack	1.10
CITFA18	Female Cleric with mace	1.10
CITFA19	Female Fighter with sword	1.10
CITFA20	Houri with dagger	1.10
CITFA21	Evil Wizard	1.10
CITFA22	Evil Cleric	1.10
CITFA23	Evil Princess	1.10
CITFA24	Anti-Hero	1.10
CITFA26	Fighter in chainmail	1.10
CITFA28	Amazon Priestess	1.10
CITFA29	Dwarf Champion	1.10
CITFA30	Female Ranger	1.10
CITFA31	Paladin in full chainmail	1.10
CITFA32	Half-Orc of Grim Countenance	1.10
CITFA33	Evil Hero	1.10
CITFA34	Gnome Warrior-Thief	1.10

MOUNTED FANTASY ADVENTURERS

We have finally responded to the innumerable requests to produce mounted versions of our FANTASY ADVENTURERS range.

CITFAC1	Mounted Fighter in platemail with sword	2.49
CITFAC2	Mounted Wizard with staff	2.49
CITFAC3	Mounted Cleric with cross and mace	2.49
CITFAC5	Mounted Druid with sickle	2.49

STOCK NO.	DESCRIPTION	PRICE
CITFAC7	Mounted Monk with Staff	2.49
CITFAC10	Mounted Paladin with sword	2.49
CITFAC11	Mounted Illusionist	2.49
CITFAC12	Mounted Ninja (Assassin) with sword	2.49
CITFAC14	Mounted Elven Hero with sword	2.49
CITFAC15	Mounted Dwarf with two handed hammer	2.49
CITFAC16	Mounted Female Wizard with staff	2.49
CITFAC17	Mounted Female Thief with dagger and sack	2.49
CITFAC19	Mounted Female Fighter with sword	2.49
CITFAC20	Mounted Hourie with dagger	2.49
CITFAC21	Mounted Evil Wizard	2.49
CITFAC22	Mounted Evil Cleric	2.49
CITFAC23	Mounted Evil Princess	2.49
CITFAC24	Mounted Anti-Hero	2.49
CITFAC26	Mounted Fighter in chainmail	2.49
CITFAC28	Mounted Amazon Priestess	2.49
CITFAC29	Mounted Dwarf Champion	2.49
CITFAC30	Mounted Female Ranger	2.49
CITFAC31	Mounted Paladin in full chainmail	2.49
CITFAC32	Mounted Half-Orc of Grim Countenance	2.49
CITFAC33	Mounted Evil Hero	2.49
CITFAC34	Mounted Gnome Warrior-Thief	

FANTASY SPECIALS

A range of dungeon items, artifacts, accessories and characters to bring realism and flavor into any fantasy role playing game or diorama.

CITFS5	Old Wizard on Throne (3 pcs.)	2.98
CITFS12	Ornate Sarcophagus (2 pcs.)	1.79
CITFS15	Robin Hood	1.10
CITFS17	The White Dwarf	1.10
CITFS18	Rasputin the Mad Monk	1.10
CITFS19	Soothsayer	1.10
CITFS28	Slain Adventurers (2 figs.)	1.79
CITFS31	Magic Fountain (2 pcs.)	1.79
CITFS32	Magic Items (7 pcs.)	1.79
CITFS33	Witch's Items (5 pcs.)	1.79
CITFS34	Treasure Items (8 pcs.)	1.79
CITFS56	Village Idiot	1.10
CITFS57	Innkeeper	1.10
CITFS58	Innkeeper's Wife	1.10
CITFS59	Serving Wench	1.10
CITFS60	Villager	1.10
CITFS61	Villager's Wife	1.10
CITFS62	Village Children (2 figs.)	1.10
CITFS63	Store Keeper	1.10
CITFS64	Money Lender	1.10
• CITFS65	Seductive Wench (seated)	1.10
• CITFS66	Mysterious Stranger (seated)	1.10
• CITFS67	Brawny Adventurer (seated)	1.10
• CITFS68	Grumpy Old Boozer (seated)	1.10
CITFS69	Mounted Knight charging with lance (3 pcs.)	2.49
CITFS70	Brawny Adventurer	1.10

- These figures were designed for use with FS23, FS37 and FS38, and, in the case of FS65, with FS24.

GRENADIER MODELS INC.—25mm scale miniature figures

FANTASY LORDS

GRN6001	Dragons of the Emerald Idol	9.95
GRN6002	Skeletons-Raiders of the Undead	9.95
GRN6003	Elves of the Silvan Brotherhood	9.95
GRN6004	Monsters of Mythology (A Beastiary)	9.95

STOCK NO.	DESCRIPTION	PRICE
-----------	-------------	-------

CALL OF CTHULHU

GRN6501	Adventurers	9.95
GRN6502	Creatures	9.95

DRAGON LORDS—Small Boxed Figure Sets

GRN2005	Fighting Men—The Warriors	7.00
GRN2006	Specialists—The Skilled Ones	7.00
GRN2010	Horrors of the Marsh	7.00
GRN2011	Orcs of the Severed Hand	7.00
GRN2012	Subterranean Terrors	7.00
GRN2013	Adventurers of the Golden Quest	7.00

TRAVELLER FIGURE SETS

GRN1001	Imperial Marines	9.95
GRN1002	Adventurers	9.95
GRN1003	Alien Monsters	9.95

AUTODUEL MINIATURES—For Use With Car Wars

GRN6201	Vans	4.00
GRN6202	Pick Ups	4.00
GRN6203	Luxury Cars	4.00
GRN6204	Mid-Sized Cars	4.00
GRN6205	Compacts and Subcompacts	4.00
GRN6206	Station Wagons	4.00
GRN6207	Cycles	4.00
GRN6208	Assorted Wrecks	4.00
GRN6209	Side Cars and Turrets	4.00
GRN6210	Armor Truck and Tanker Truck	4.00

SECRET AGENTS

GRN3001	Agents and Spies	9.95
GRN3002	Mercenaries	9.95

MASTERPIECE MINIATURES

Individuals

MAPMA200	Wizard (1)	1.29
MAPMA201	Amazon (1)	1.29
MAPMA202	Succubus (1)	1.29
MAPMA203	Fat Knight (1)	.99
MAPMA204	Lady in Plate (1)	.99
MAPMA205	Female Elf in Leather Armor (1)	.99
MAPMA206	Female Elf Magic User (1)	.99
MAPMA207	Elf Cleric in Plate (1)	.99
MAPMA208	Elf Fighter in Plate (1)	.99
MAPMA209	Female Elf Thief (1)	.99
MAPMA210	Knight with Sword (1)	.99
MAPMA211	King and Throne (1)	1.29
MAPMA212	Fire Elemental (1)	1.99
MAPMA213	Earth Elemental (1)	1.99
MAPMA214	Water Elemental (1)	1.99
MAPMA215	Air Elemental (1)	1.99
MAPMA216	Unicorn (1)	1.29
MAPMA217	Little Thief in Cloak (1)	.99

Accessories

MAPMA300	Dungeon Decor Set (12)	4.00
MAPMA301	The Dungeon Door (1)	3.00
MAPMA302	Sword and Dagger Assortment (20)	2.00
MAPMA303	Spear and Halbard Assortment (20)	2.00
MAPMA304	Bow and Crossbow Assortment (20)	2.00
MAPMA305	Dungeon Accessories — Torches, (20) Lanterns, Hammers, Crosses, Knives	2.00
MAPMA306	Morningstars and Maces (20)	2.00
MAPMA307	Shields (20)	2.00

STOCK NO.	DESCRIPTION	PRICE
Expeditions		
MAPMA500	Dungeon Adventurers (5)	4.00
MAPMA501	Orcs on Patrol (5)	4.00
MAPMA502	Paladins and Fighters (5)	4.00
MAPMA503	Hirelings (5)	4.00
MAPMA504A	Mounted Knights-Eagle Crest (2)	5.00
MAPMA504B	Mounted Knights-Great Helm (2)	5.00
MAPMA504C	Mounted Knights-Dragon Crest (2)	5.00
MAPMA505	Barbarian Heroes (5)	4.00
MAPMA506	Thieves and Beggars (5)	4.00
MAPMA507	Female Fighting Figures (5)	4.00
MAPMA508	Dwarf Characters (5)	4.00
MAPMA509	Damsels in Distress (6)	4.00
MAPMA510	Knights in Heavy Plate (5)	4.00
MAPMA511	Darksiders on Patrol (8)	4.00
MAPMA520	Lizard Men (5)	4.00

Monsters

MAPMO1	Red Dragon (10)	4.50
MAPMO2	True Troll (1)	1.50
MAPMO3	Great Dragon Drakx (1)	9.95
MAPMO4	Dragon on the Prowl (12)	5.50
MAPMO5	Black Dragon (1)	3.50
MAPMO6	Medusa (1)	1.89
MAPMO7	Unicorn with Elf Maiden Rider (1)	3.00
MAPMO8	Minotaur (1)	1.89
MAPMO9	Griffon (1)	2.50
MAPMO10	Androsphinx (1)	2.50
MAPMO11	Gynosphinx (1)	2.50
MAPMO12	Pegasus, Winged Horse (10)	2.50
MAPMO13	Blue Dragon (1)	2.50
MAPMO14	Tia-Kiao Dragon (1)	9.95
MAPMO24	Fangworm (1)	2.50
MAPMO25	Weredragon (1)	2.50
MAPMO30	Hippocampus (1)	1.50
MAPMO31	Hippocampus with Sea Elf Rider (1)	2.00

MINIATURE FIGURINES—"Fantasy Folk" series

MFF001	Magic User With Staff (1)	.98
MFF002	Magic User (1)	.98
MFF003	Magic User With Fireball (1)	.98
MFF004	Female Magic User (1)	.98
MFF005	Cleric With Crucifix (1)	.98
MFF006	Cleric (1)	.98
MFF007	Cleric With Tablet (1)	.98
MFF008	Druid (1)	.98
MFF009	Thief (1)	.98
MFF010	Assassin (1)	.98
MFF011	Bard (1)	.98
MFF012	Female Fighter (1)	.98
MFF013	Plate Fighter/2 Handed Sword (1)	.98
MFF014	Plate Armored Fighter/Sword (surco) (1)	.98
MFF015	Plate Armored Fighter/Sword and Shield (1)	.98
MFF016	Plate Armored Fighter/Sword/Shield (surco) (1)	.98
MFF017	Plate Armored Fighter/Mace and Shield (1)	.98
MFF018	Plate Armored Fighter/Axe (surcoa) (1)	.98
MFF019	Plate Armored Fighter Rider/Lance (1)	.98
MFF020	Plate Armored Fighter Rider (surco) (1)	.98
MFF021	Armored War Horse (1)	.98
MFF022	Elf Fighter/Bow (1)	.98

STOCK NO.	DESCRIPTION	PRICE
MFF023	Dwarf Fighter/Crossbow (1)	.98
MFF024	Gnomes (2) (1)	.98
MFF025	Halfling Adventurer (1)	.98
MFF026	Fighter in Leather Armor (1)	.98
MFF027	Fighter in Studded Leather (1)	.98
MFF028	Fighter in Scale Armor (1)	.98
MFF029	Fighter in Chain Armor (1)	.98
MFF030	Fighter in Chain Armor (1)	.98
MFF031	Fighter in Splint Armor (1)	.98
MFF032	Fighter in Plate Armor (1)	.98
MFF033	Dwarf Fighter (1)	.98
MFF034	Elf Fighter (1)	.98
MFF035	Shield Sets (1)	.98
MFF036	Extra Weapons Set	.98

RAFM CO. INC.—25mm "Reptiliad" series

RAFRE-001	Reptiliad General—Hatha (1)	1.25
RAFRE-002	Reptiliad Standard Bearer and Musician (2)	2.50
RAFRE-003	Reptiliad Shaman — Priest (1)	1.25
RAFRE-004	Reptiliad Unit Commander/Halberd (1)	1.25
RAFRE-005	Reptiliad With Battle Fork (1)	1.25
RAFRE-006	Reptiliad With Halberd (1)	1.25
RAFRE-007	Reptiliad Front Rank Pikeman (1)	1.00
RAFRE-008	Reptiliad Middle Rank Pikeman (1)	1.00
RAFRE-009	Reptiliad Rear Rank Pikeman (1)	1.00
RAFRE-010	War Turtle (1)	14.00
RAFRE-011	Rogue War Turtle (1)	10.00
RAFRE-012	Gilla Worm Heavy Cavalry/Mounted Off—Newt (1)	2.50
RAFRE-013	Gilla Worm Light Cavalry/Bow on War Newt (1)	2.50
RAFRE-014	Gilla Worm Horn Blower/Standing Bear (1)	2.00
RAFRE-015	Gilla Worm Heavy Infantry with Halberd (1)	1.00
RAFRE-016	Gilla Worm Foot Off with Scimitar (1)	1.00
RAFRE-017	Gilla Worm with Bow (1)	1.00
RAFRE-018	Gilla Worm with Javelin or Light Spear (1)	1.00
RAFRE-100	Reptiliad Command Set (4)	4.50
RAFRE-101	Reptiliad Flank/Halberd and Bident (1)	2.00
RAFRE-102	Reptiliad Pike File(3)	2.50
RAFRE-103	Gilla Worm Command Group (3)	2.25
RAFRE-104	Gilla Worm Heavy Infantry with Halberd (3)	2.25
RAFRE-105	Gilla Worm Missile Infantry/Bow-Javelin (2)	1.50
RAFRE-106	Gilla Worm Cavalry-War Newt/Bow-Halberd (2)	3.50

RAFRE-500 **THE REPTILIAD BOOK.** This 16-page illustrated book is for use with the Reptiliads line of miniatures. It contains rules as well as the history, society, and military customs of the Reptiliad race. It is perfect for use in miniature campaigns where the Reptiliads are involved.

RAFSE-3	Small catapult (dart thrower)—2	4.00
RAFSE-21	Dwarf crew (for use with SE-3)	4.50
RAFSE-18	Mole (seige weapon)	3.00
RAFSE-22	Goblin crew (for use with mole)	4.50

RAL-PARTHA MINIATURES

PERSONALITIES

RAL01-001	Evil Wizard	1.25
RAL01-002	Super Hero, Mounted	3.50
RAL01-004	Cleric	1.25
RAL01-006	Patriarch	1.25
RAL01-007	Winged Serpent	2.50
RAL01-009	Barbarian Hero	1.25
RAL01-011	Angel	2.50

STOCK NO.	DESCRIPTION	PRICE
RAL01-012	Archangel	2.50
RAL01-013	Assassin	1.25
RAL01-015	Super Hero	1.25
RAL01-017	Pegasus, rider	4.50
RAL01-022	Elf Lord	1.25
RAL01-023	Shield Maiden	1.25
RAL01-024	"Foregum" Super Hero	1.25
RAL01-025	Super Hero, Mounted	3.50
RAL01-026	Adventuress, Mounted	2.50
RAL01-027	Ranger, Mounted and Foot	4.00
RAL01-029	Sorceress	1.25
RAL01-032	Centaur	2.50
RAL01-034	Land Dragon, Captain	3.50
RAL01-035	Land Dragon, Lancer	3.50
RAL01-038	Winged Panther	3.50
RAL01-040	Werebear	2.50
RAL01-041	Wind Lord	1.25
RAL01-042	Paladin	1.25
RAL01-043	Armored Knight	1.25
RAL01-047	Armored Centaur	3.00
RAL01-050	Wyvern	1.25
RAL01-051	Griffon	2.50
RAL01-052	Hill Giant	4.50
RAL01-057	Frost Giant	4.50
RAL01-066	Necromancers (3)	3.50
RAL01-067	Hecatron	3.50
RAL01-068	Dragon	7.00
RAL01-069	Djinns (2)	3.50
RAL01-071	Unicorn, Princess Rider	3.50
RAL01-072	Cold Drake	7.00
RAL01-075	Barbarian Heroes (3)	4.50
RAL01-079	Heroines (3)	4.50
RAL01-081	Armored Balrog	4.50
RAL01-082	Black Prince, Mounted	3.50
RAL01-089	Witch King, charger	4.50
RAL01-090	Storm Giant	4.50
RAL01-091	Elf Hero, Mounted and Foot	4.00
RAL01-093	Anti-Paladin, Mounted and Foot	4.00
RAL01-095	Jabberwock	4.50
RAL01-096	Hippogriff	4.00
RAL01-097	Grendel	2.50
RAL01-098	Ogre	2.50
RAL01-099	Armored Giant, War Elephant	6.00
RAL01-102	Highwayman Mounted and Foot	4.00
RAL01-104	Flying Demon, Wizard	4.50
RAL01-105	Three-Headed Troll	4.00
RAL01-107	Briarose Knight, Bumblebee	4.50
RAL01-108	Titan	4.50
RAL01-109	Cloud giant (2 pieces)	7.00
RAL01-110	Devils (3) with separate heads (4)	4.50
RAL01-111	Demons (3) with separate heads (4)	4.50
RAL01-112	Paladin, foot and mounted	4.00
RAL01-113	Gargoyles (3)	5.00
RAL01-115	Half orcs (4)	4.50
RAL01-116	Belladonna knight on plague fly	5.00
RAL01-118	Giant werebear and man	4.50
RAL01-119	Oriental werereatures (weretiger (2), fox spirit (2))	4.50
RAL01-121	Hill giant	4.50
RAL01-122	Bandersnatch and jub jub bird	4.00

STOCK NO.	DESCRIPTION	PRICE
RAL01-123	Drakken	3.50
FANTASY COLLECTOR SERIES—Single Piece Blister Packs		
RAL02-203	Wood Elf, bow	1.10
RAL02-207	Sea Elf, pike	1.10
RAL02-208	Sea Elf, sword	1.10
RAL02-209	Sea Elf, axe	1.10
RAL02-210	High Elf, sword	1.10
RAL02-214	High Elf, bow	1.10
RAL02-223	Deep Elf, halberd	1.10
RAL02-226	Halflings, spear, scythe (2)	1.10
RAL02-227	Halflings, bow, sling (2)	1.10
RAL02-228	Halfling, axe, shield (2)	1.10
RAL02-233	Dwarf, axe	1.10
RAL02-235	Dwarf,axe	1.10
RAL02-236	Dwarf, hammer	1.10
RAL02-237	Dwarf, mattock	1.10
RAL02-238	Dwarf, crossbow	1.10
RAL02-251	Goblin-Imp, spear (2)	1.10
RAL02-252	Goblin-Imp, sword, wolfhide (2)	1.10
RAL02-254	Goblin-Imp, halbred (2)	1.10
RAL02-255	Goblin-Imp Archer (2)	1.10
RAL02-261	Goblin, mace	1.10
RAL02-262	Armored Goblin Archer	1.10
RAL02-265	Goblin, sword	1.10
RAL02-266	Goblin, axe	1.10
RAL02-267	Goblin, club	1.10
RAL02-268	Goblin, halberd	1.10
RAL02-270	Orc, spear	1.10
RAL02-272	Orc, sword	1.10
RAL02-273	Orc, spear	1.10
RAL02-275	Orc, mace	1.10
RAL02-293	Great Wolf, Rider, javelin	1.10
RAL02-294	Great Wolf, Rider, bow	1.10
RAL02-295	Great Wolf, Rider, sword	1.10
RAL02-296	Great Wolf, Rider, spear	1.10
COLLECTOR SERIES—ALL THINGS DARK AND DANGEROUS		
RAL02-901	Hydra	4.00
RAL02-905	Saurian	3.00
RAL02-906	Ogre	3.00
RAL02-907	Two-Headed Ogre	3.00
RAL02-908	Manticore	3.50
RAL02-909	Unicorn	2.50
RAL02-910	Lions	3.00
RAL02-911	Attack Dogs	2.50
RAL02-920	Lizard Men (4)	4.50
SAXON MANUFACTURING CO.—25mm fantasy figures		
SAX1002	Orc with Spear	.98
SAX1004	Goblin with Spear	.98
SAX1005	Orc with Halberd	.98
SAX1006	Orc with Bill	.98
SAX1007	Orc with Bow	.98
SAX1008	Barbarian Hero	.98
SAX1009	Orc with Shield and Scimitar	.98
SAX1010	Hero with Armor	.98
SAX1011	Hero with Chain Mail	.98
SAX1012	Wizard	.98
SAX1014	Sorceress	.98

STOCK NO.	DESCRIPTION	PRICE
SAX1015	Halfling with Sword	.98
SAX1016	Dwarf with Axe	.98
SAX1017	Tall Elf	.98
SAX2001	Tree Man	3.50
SAX2002	Giant's Head	.98
SAX2004	Bab Dragon	2.50
SAX2006	Lesser Demon	.98
SAX2007	Giant Snake	1.98
SAX2008	Large Tree Man	5.98
SAX2009	Worshipper and Book	.98
SAX2011	Demon	1.98
SAX2015	Dragon Emerging From Egg	3.50
SAX2016	Giant Spider	4.98
SAX2017	Bab Dragon with Wings	4.98
SAX2020	Rearing Dragon	4.98
SAX2021	Giant Worm	2.50
SAX2023	Small Egg	.98
SAX2024	Giant Scorpion	6.98
SAX2026	Dragon	7.98
SAX2027	Centipede	8.98
SAX2028	Giant Slug	3.98
SAX2029	Large Spider	2.50
SAX2030	Demon Kneeling	2.50
SAX2031	Demon Stalking	2.50
SAX2032	Demon Leaping	2.98
SAX2033	Demon Crouching	2.50
SAX2034	Demon with Ball and Chain	2.50
SAX2035	Orc with Rock	.98
SAX2036	Space Man	.98
SAX2037	Space Man Running	.98
SAX2038	Midget with Sword	.98
SAX2039	Snake Man	2.98

TASKFORCE MINIATURES

TF7000	STARLINE 2200 30mm Hex Sheets. For use with your Star Fleet Battles miniatures. You receive 4, 18x24 inch numbered hex sheets!	4.95
--------	---	------

Miniatures

TFM7010	Federation Dreadnought	3.95
TFM7011	Federation Heavy Cruiser	3.95
TFM7013	Federation Light Cruiser	3.95
TFM7014	Federation Destroyer	3.50
TFM7015	Federation Scout	3.50
TFM7016	Federation Tug	4.50
TFM7042	Klingon C-8 Dreadnought	5.50
TFM7043	Klingon D-7 Battlecruiser	3.95
TFM7046	Klingon F-5 Frigate (2 each)	3.95
TFM7064	Romulan Warbird (2 each)	3.95
TFM7081	Gorn Heavy Cruiser	3.95
TFM7101	Kzinti Carrier	4.50
TFM7103	Kzinti Escort Carrier	3.95
TFM7104	Kzinti Strike Cruiser	3.95
TFM7107	Kzinti Frigate (2 each)	4.50
TFM7141	Hydran Ranger	3.95
TFM7160	Tholian Dreadnought	3.95
TFM7164	Tholian Patrol Cruiser (2 each)	3.95
TFM7183	Orion Raider (2 each)	3.95
TFM7200	Small Freighter (2 each)	4.50

STOCK NO.	DESCRIPTION	PRICE
TSR, INC.—25mm miniatures for Dungeons and Dragons® and Star Frontiers™		
TSR5301	FIGHTERS, RANGERS, and PALADINS. Player characters.	10.00
TSR5302	CLERICS and DRUIDS. Player characters.	10.00
TSR5303	Magic Users and Illusionists.	10.00
TSR5304	MONKS, BARDS, and THIEVES. Player characters.	10.00
TSR5331	STAR FRONTIERS Player characters. Includes Humans, Dralasite, Yazirian, and Vrusk figures.	10.00
TSR5332	STAR FRONTIERS FEDERATION SHIPS. Micro-starships for use with KnightHawks game system. Includes 8-piece battleship, destroyer, frigate, freighter, and 2 scouts. Base and wire supports included — assembly required.	10.00
TSR5333	STAR FRONTIERS SATHAR™ and PIRATE SHIPS. Six detailed microships including a 5-piece battleship, light cruiser, frigate, pirate frigate, and 2 pirate assault scouts. Base and wire supports included — assembly required.	10.00

TSR, INC.—Miniature accessories

TSR5900	ADVANCED DUNGEONS and DRAGONS™ BASIC PAINT SET. Contains 10 bottles of water-soluble acrylic paint in various colors.	10.00
TSR5826	ADVANCED DUNGEONS and DRAGONS BASIC ADHESIVE SET. Set includes "super-type" adhesive plus accelerator.	5.00

SUPERIOR MODELS—"Wizards and Lizards" 25 mm fantasy figures

WWL05	Dragon #1	1.15
WWL06	Magic Master, wizard holding crystal ball	1.15
WWL07	Dark Lord, wizard with dragon on shoulder	1.15
WWL08	Gandolf with staff	1.15
WWL09	Merlin the Magician with owl on shoulder	1.15
WWL10	Grand Wizard with staff	1.15
WWL11	Guinevere	1.15
WWL13	Sir Tristram, knight holding helmet	1.15
WWL14	Super Hero, with horned helmet, sword and shield	1.15
WWL15	Hill Giant	1.15
WWL16	King Arthur	1.15
WWL17	Morgan Le Fey	1.15
WWL18	Knight with raised sword and shield	1.15
WWL19	Unicorn	1.75
WWL20	Centaur	1.75
WWL21	Thor	1.15
WWL22	Odin	1.15
WWL23	Loki	1.15
WWL24	Sif	1.15
WWL25	Frost Giant	4.50
WWL26	Cleric	1.15
WWL27	Gnome sitting on tree stump	3.50
WWL31	Knight in chain mail with long axe and shield	1.15
WWL32	Knight in winged helmet with ornate shield on back	1.15
WWL33	Dragon #2, attacking	6.00
WWL34	Unicorn with female rider	2.25
WWL36	Viking warrior with raised axe and shield	1.15
WWL38	Knight (1350 AD) swining sword	1.15
WWL39	Dragon #4, large	8.50
WWL40	Gryphon, small	1.35
WWL41	Achilles, Greek hoplite with shield and drawn sword	1.15
WWL42	Dragon Tamer, warrior in eastern-type armor	1.15
WWL43	Thrym, God of the Frost Giants	4.50
WWL44	Mounted knight, 1250 AD	3.50

STOCK NO.	DESCRIPTION	PRICE
WWL45	Minotaur	3.50
WWL47	Mounted knight, Gothic armor	4.00
WWL49	Heroine, full armor, raised sword, and shield	1.15
WWL50	Dragon Turtle	7.50
WWL51	Knight with unicorn crest and axe, 1350 AD	1.15
WWL53	Wizard with familiar (creature)	1.50
WWL54	Orc chieftain with shield and war hammer	1.50
WWL58	Dwarf King (Thorin)	1.15
WWL59	Haffling (hobbit)	1.15
WWL60	Elf bowman	1.15
WWL63	FANTASCENE #1, knight slaying dragon (included base with tree)	12.50
WWL64	Barbarian with sword and shield	1.15
WWL65	Super heroine, chain mail, sword and shield	1.15
WWL70	Dragon #6	14.00
WWL71	Surtur, the Fire Giant	5.50
WWL72	Ogre with pole axe	2.25
WWL73	Death wizard	1.50
WWL74	Knight with mace and chain	1.15
WWL75	Genie with sword	3.50
WWL76	Genie materializing from bottle with sword	4.00
WWL78	Seated gryphon	7.00
WWL79	Flying Dragon	12.00
WWL80	Flying Gryphon	12.00

STOCK NO.	DESCRIPTION	PRICE
WWL82	FANTASCENE #2, (WWL 38 and 51 fighting on base)	3.00
WWL85	Ra, Egyptian God with bow	1.15
WWL86	Flying Pegasus	4.00
WWL87	Bellerophon riding Flying Pegasus	5.50
WWL88	Fighting centaur with bow	2.00
WWL89	Evil knight with horned great helmet swinging mace	1.15
WWL90	Oriental paladin, Mongolian helmet holding sword	1.15
WWL91	Mounted knight, rearing horse, great helmet, swinging battle axe	4.00
WWL92	Crusader knight, robe, chain mail advanced with axe	1.15
WWL94	Sabre tooth tiger, crouching ready to attack	2.75
WWL96	Medusa shooting bow	2.25
WWL97	Bast, Egyptian cat goddess	1.50
WWL99	Gargoyle, attacking with pike	2.00
WWL100	Dragonmaster (wizard) riding rampant dragon	9.50
WWL101	Dragon (from WWL100)	8.00
WWL102	Dragon warrior (mounted on WWL101)	9.50
WWL103	Dragon mistress (mounted on WWL101)	9.50

SUPERIOR MODELS—90mm Collector's figures (3 1/2 inches tall)

WWLFA48	Dark Lord (Evil magic-user)	21.50
WWLFA46	David Smith, Terran (human in High-Tech armor)	21.50
WWLFA35	Lancelot	21.50

Paints & Brushes

STOCK NO.	DESCRIPTION	PRICE
POLLY S Fantasy Color Series — 5/8 oz. bottles		
FLO1410	Dragon White	1.15
FLO1411	Frost Ivory	1.15
FLO1412	Light Gray	1.15
FLO1413	Ooze Gray	1.15
FLO1414	Gnome Gray/Brown	1.15
FLO1415	Stone Gray	1.15
FLO1416	Gargoyle Gray	1.15
FLO1417	Dinosaur Gray	1.15
FLO1418	Hobgoblin Gray/Black	1.15
FLO1419	Dragon Black	1.15
FLO1420	Manticore Tan	1.15
FLO1421	Bugbear Fur	1.15
FLO1422	Cabube Tekkiw/Brown	1.15
FLO1423	Gungy Brown	1.15
FLO1424	Centaur Brown	1.15
FLO1425	Red/Brown	1.15
FLO1426	Kobold Dk. Red/Brown	1.15
FLO1427	Ogre Dark Brown	1.15
FLO1428	Cloud Light Blue	1.15
FLO1429	Djinni Light Blue	1.15
FLO1430	Elemental Blue	1.15
FLO1431	Remora Blue/Green	1.15
FLO1432	Dragon Blue	1.15
FLO1433	Phthalo Blue	1.15

STOCK NO.	DESCRIPTION	PRICE
FLO1434	Blue/Green	1.15
FLO1435	Wer-Flesh	1.15
FLO1436	Dwarf Flesh	1.15
FLO1437	Ghoul Flesh	1.15
FLO1438	Yellow/Gray	1.15
FLO1439	Orc Flesh	1.15
FLO1440	Troll Brown/Green	1.15
FLO1441	Ogre Green	1.15
FLO1442	Cockatrice Yellow/Green	1.15
FLO1443	Carrion Light Green	1.15
FLO1444	Slime Green	1.15
FLO1445	Basilisk Dark Green	1.15
FLO1446	Human Flesh	1.15
FLO1447	Elf Flesh	1.15
FLO1448	Hireling Flesh	1.15
FLO1449	Underside Pink	1.15
FLO1450	Fuscia	1.15
FLO1451	Magenta	1.15
FLO1452	Mauve	1.15
FLO1453	Worm Purple	1.15
FLO1454	Eyestalk Violet	1.15
FLO1455	Griffin Hide	1.15
FLO1456	Mold Yellow	1.15
FLO1457	Hippogriff Yellow	1.15
FLO1458	Kirin Yellow/Gold	1.15

STOCK NO.	DESCRIPTION	PRICE
FLO1459	Coati Orange	1.15
FLO1460	Goblin Flesh	1.15
FLO1461	Salamander Orange/Red	1.15
FLO1462	Dragon Red	1.15
FLO1463	Demon Deep Red	1.15
FLOPF5	Flat Finish	1.15
FLOPF6	Metal Primer	1.15
FLOPF70	Clear Gloss	1.15
FLOM1	Dio-Sol	1.15
FLOM9	Primer	1.15
FLOM101	Silver	1.15
FLOM103	Bright Gold	1.15
FLOM104	Brass	1.15
FLOM105	Copper	1.15
FLOM106	Antique Bronze	1.15
FLOM108	Gun Metal	1.15
FLOM119	Graphite	1.15
FLOM120	Platinum Mist	1.15

STOCK NO.	DESCRIPTION	PRICE
FLOQUIL BRUSHES — 770 Series		
FLO-4		2.95
FLO-3		2.40
FLO-2		1.95
FLO-1		1.75
FLO-0		1.65
FLO-3/0		1.55
FLO-5/0		1.90
FLO-10/0		3.19
TEKA BRUSHES		
TEK25-4		6.20
TEK25-3		4.25
TEK25-2		3.40
TEK25-1		2.90
TEK25-2/0		2.40
TEK25-3/0		2.00
TEKMM5/0		2.35
TEKMM10/0		2.85

Publications

STOCK NO.	DESCRIPTION	PRICE
AMAZING Magazine — A bi-monthly magazine of articles and stories dealing with science fiction and science fact.		
AMA1	May 1981 Authors — Gregory Benford; J. Ray Dettling; Robert Silverberg; Brian M. Fraser; Somtow Sucharitkul; Hank Stine; Lisa Tuttle & George R. R. Martin; Philip Sidney Jennings; Lewis Jacobson; Marvin Kaye; Wayne Wightman; Jessica Amanda Salmonson; Richard Anker; Tom Staicar	1.75
AMA2	November 1981 Authors — Robert Silverberg; Darrell Schweitzer; Somtow Sucharitkul; Parke Godwin; David R. Bunch; Jack Wodhams; J. Ray Dettling; Orson Scott Card; Richard Englehart; Michael P. Kube-McDowell; Kendall Evans; Thomas A. Easton; Marvin Kaye	1.75
AMA3	January 1982 Authors — Robert Silverberg; Tom Staicar; J. Ray Dettling; George R. R. Martin; Theodore Sturgeon; Steven Ray Daugherty; Eugene Dice; Ted Mancuso; Manly Wade Wellman; Janet Fox; Paul Dellinger	1.75
AMA4	March 1982 Authors — Robert Silverberg; Dr. Jeffrey M. Elliot; Tom Staicar; Harlan Ellison; Ernest Hogan; Brad Linaweaver; A. E. van Vogt; Ron Montana; Stan Timmons & Mary Stultz; Barry N. Malzberg; Lawrence Connolly; J. Ray Dettling; Frank C. Gunderloy	1.75
AMA5	June 1982 Authors — Robert Silverberg; Michael P. Kube-McDowell; Tom Staicar; Darrell Schweitzer; J. Ray Dettling; Darrell Schweitzer; Barry N. Malzberg; Charles L. Grant; David R. Bunch; Isaac Asimov; Wayne Wightman; Tom Cummins; Ova Hamlet; Stephen Goldin & Grant Carrington; Ralph Roberts	1.75
AMA6	September 1982 Authors — Robert Silverberg; Tom Staicar; Brad Linaweaver & William Alan Ritch; Marvin Kaye & Parke Godwin; George Alec Effinger; John Steakley; Wally Coins; Robert Sheekley; Alan Ryan; David R. Bunch	1.75

STOCK NO.	DESCRIPTION	PRICE
AMA7	January 1983 Authors — Robert Silverberg; Frank Catalano, Robert Coulson and Alan Dean Foster; Poul Anderson; Jack C. Haldeman II; Grendel Briarton; Hammura Ryo; Tanith Lee; Joel Rosenberg; Avram Davidson; Michael McCollum; Somtow Sucharitkul	1.75
AMA8	March 1983 Authors — Robert Silverberg; Frank Catalano & Robert Coulson; F. Gwynplaine MacIntyre; George H. Scithers; Bill Pronzini; Damien Broderick; J. Michael Matuszewicz; Tom Disch; Darrell Schweitzer; Pat Murphy; Sharon Webb; Allen L. Wold; Jack C. Haldeman II; Cele Goldsmith Lalli; Gregory Benford	1.75
AMA9	May 1983 Authors — Robert Silverberg; Frank Catalano & Robert Coulson; Somtow Sucharitkul; John M. Ford; Alan Dean Foster; Gene Wolfe; J. Michael Matuszewicz; William Wu; Gregory Benford; Mark J. Rostien	1.75
ARES™ Magazine — A bi-monthly science-fiction gaming magazine has complete coverage of science-fiction role-playing games and boardgames, stories, reviews of science fiction games, books, and films with science-fact articles.		
ARE1	Dragon...Ghost — Worldkiller Storyboard — No, You're Not Going To The Stars (No Game)	2.00
ARE2	The Inn At World's End — Child Of The Wandering Sea — Conan: Illusion And Reality — Alien Life Forms — An Exozoological Sampler. (No Game) Includes game, THE WRECK OF THE B.S.M. PANDORA.™	2.00 3.00
ARE3	The Whispering Mirror — Final Notes — War In Space — Directory Of Science Fiction & Fantasy Game Publishers & Manufacturers. (No Game)	2.00
ARE4	Hillsong — Eye Of The Goblin — Science For Science Fiction — Facts For Fantasy — The Weapons Of The Arena Of Death. (No Game)	2.00
ARE6	Pandora Tech — Facts For Fantasy — Science For Science Fiction — Quick Combat II — Dragonnotes. (No Game) Includes Game, ADVENTURES ON UNKNOWN WORLDS — VOYAGE OF THE B.S.M. PANDORA.™	2.00 3.00

STOCK NO.	DESCRIPTION	PRICE
ARE8	Ragnarok: Mythic Story Of The Twilight Of The Gods — Pandoras Link — An SF Game Sampler — Facts For Fantasy — Science For Science Fiction — Dragonnotes. (No Game) Includes game, THE TWILIGHT OF THE GODS — RAGNORAK.™	3.00 4.00
ARE10	The Return Of The Stainless Steel Rat — The Camp Of Alla-Akabar — Deltavee Enhanced — There's Only One Universe. (No Game) Includes game, THE RETURN OF THE STAINLESS STEEL RAT.™	3.00 4.00
ARE11	A History Of The Third Fomorian War — Chichevache — The Power Points Of Albion — You Against The System. (No Game) Includes game, ALBION: LAND OF FAERIE.™	3.00 4.00
ARE12	New Minds — Adventures In Albion — The Eleven Billion Dollar Bottle Of Wine — Star Trader. (No Game) Includes game, STAR TRADER.™	4.00 6.00
ARE13	Damocles Mission — The Space Shuttle — Star Trader™ Game Enhanced — The Treasure Of Socranti (Dragonquest Adventure) — Includes game, THE DAMOCLES MISSION.™	6.00
ARE14	The Braskan Gambit — The Alpha Of Omega — The Roubled Sun — The College Of Rune Magics — Includes Game, THE OMEGA WAR.™	6.00

BEST OF DRAGON® Anthology —

Collections of Reprinted Articles From out-of-print Issues of DRAGON® Magazine.

TDB1	Volume 1 is filled with articles from the earliest days of DRAGON Magazine.	3.00
TDB2	Volume 2 includes features from issues up through mid-1980.	3.00
TDB3	Volume 3 is the third collection of DRAGON Magazine's best articles, featuring 2-year's worth of gaming aids, reference materials, and entertaining articles, all of which were published from mid-1980 through mid-1982. Focuses on the AD & D™ game.	3.95

ENDLESS QUEST™ Books —

The new Pick a Path To Adventure™ Books that allow you to choose what to do and determine the outcome of the story.

ENQ8501	Dungeon Of Dread. A Dungeons & Dragons® adventure	2.00
ENQ8502	Mountain Of Mirrors. A Dungeons & Dragons® adventure.	2.00
ENG8503	Pillars Of Pentegarn. A Dungeons & Dragons® adventure.	2.00
ENQ8504	Return To Brookmere. A Dungeons & Dragons® adventure.	2.00
ENQ8505	Revolt Of The Dwarves. A Dungeons & Dragons® adventure.	2.00
ENQ8506	Revenge Of The Rainbow Dragons. A Dungeons & Dragons® adventure.	2.00
ENQ8507	Hero Of Washington Square. A Top Secret™ adventure.	2.00
ENQ8508	Villians Of Volturnus. A Star Frontiers™ adventure.	2.00
ENQ8509	Robbers And Robots. A Top Secret™ adventure.	2.00
ENQ8510	Circus Of Fear. A Dungeons & Dragons® adventure.	2.00
ENQ8511	Spell Of The Winter Wizard. A Dungeons & Dragons® adventure.	2.00
ENQ8512	Light On Quests Mountain. A Gamma World™ adventure.	2.00
ENQ8651	E.Q. Collector's Set #1 (First 4 books in gift pack)	8.00
ENQ8652	E.Q. Collector's Set #2 (Books 5-8 in a gift pack)	8.00

© FANTASTIC Magazine —

Predecessor to AMAZING Magazine, with the same content of articles.

FAN1	January 1980 Authors — Paul Dellinger; Darrell Schweitzer, LA. P. Moore; Robert H. Brown; Allan D. Maurer; Leland G. Griffin; Murray Leinster; Steve Rasnic; Tom Staircar; Robert H. Wilcox.	1.50
------	---	------

STOCK NO.	DESCRIPTION	PRICE
FAN2	OCTOBER 1980 Authors — Marvin Kaye; Brian M. Fraser; Walter B. Hendrickson, Jr.; Wayne Wightman; M. Lindholm; Darrell Schweitzer; Paul Dellinger; R. G. Steinhauer; J. J. Miller; Tom Staircar; Greg Costikyan; Thomas A. Easton & Britton Bloom.	1.50

MOVES® Magazine Back Issues Supplies Are Limited!!!

MVS1	Game Design: A Debate — 1940 Revision — The Zulu War — Combat Results and Tactical Games — Manpower In World War One — Solitaire Wargaming — Introduction To Advanced Napoleonics — Bias For Better Balance — Why Are So Many Told So Little About So Much?	2.00
MVS2	Game Profile: Battle Of Stalingrad — Why Some Games Never Materialize — Gustavus Adolphus' Contribution To War — Adding Realism To Armor — Simulations And Education — Some Panzerblitz Optional Rules — Panzerblitz Revisited — Idiocy Or Reality — Gamespeak — Anschluss — Game Review: Leipzig — Limited Intelligence.	2.00
MVS4	Designer's Notes — Game Profile: Soldiers — War and "Peace": A Guide to Conflict Simulations — "All Players Are Created Equal" — Power Politics	2.00
MVS5	Game Review: 1812	2.00
MVS6	Designer's Notes — Normandy Revisited — Normandy: Game And Reality — The Great Arrow War — Chinese Classical Warfare — Wargames From And About China — Maida — Blitzkrieg: A Definition — Napoleon At IBM	2.00
MVS7	Designer's Notes — A Guide to Conflict Simulation Games And Periodicals — Part I: Periodicals, Part II: Games — A View From Kansas — A Blast From The Past — Where Do We Go From Here? Physical Systems Design — How Many...?	2.00
MVS8	Designer's Notes — Logistics In Wargaming — Realism Theory — Pass In Review — Armor/Infantry: Another Factor In Tactical Simulations — Ortho Front Geometry — Why Not Design A Game On The American Civil War — Realistic Afrika Korps	2.00
MVS9	Designer's Notes — Maxi-Panzerblitz — Games: Evolution And Revolution — Game Errata — Simulation Of Morale — Footnotes — Shiloh — A Tactical Module For Strategic Games — Strategic Air War Against Japan	2.00
MVS11	Designer's Notes — "CA": Adding Realism, Adding Simultaneity, Adding Historicity — Foxbat & Phantom — The Franco-Prussian War — Footnotes — Wargame Reviews — Game Errata	2.00
MVS12	Designer's Notes — Red Star/White Star: A Revision White Star Viewpoint — The Designer Redesigns — The Solitaire Player VS. The System — Footnotes — Game Capsule: World War II — F.O. — Game Errata: Question & Answer — Game Errata	2.00
MKVS13	Designer's Notes — NATO Game Profile — Footnotes — The 1973 Spi Game — Year In Review: Victories And Defeats, A Self-Appraisal, A Look At What You Were Seeing — F.O.	2.00
MVS14	Designer's Notes — Kampfpanzer/Desert War Profile: Choices & Changes, Kampfpanzer Expanded, A Wider View — Footnotes — Designing For Playability — Game Errata: Question & Answer — Game Errata — Playback — Multiple Commander Bull Run — Rifle & Saber: Four Boer War Scenarios	2.00
MVS16	Musket & Pike Play Balance — World War II Profile: The Case For The Defense — Why Not Tamper With A Good Thing? — WW II Expansion Game — WW II Errata And Additional Options — Spi Game Design Seminar, Abstract I	2.00
MVS18	Sniper Game Profile — El Alamein: The Complete Slugfest — American Revolution: In Lieu Of "Perfect" Plans — Combined Arms: Additional Scenarios And Units — Index To Moves® : Issues 1 To 18	2.00

STOCK NO.	DESCRIPTION	PRICE
MVS19	Tactical Notes: LaGrande Armee — True Confessions — What Is A Wargamer? — Women In Wargaming — "Lake Pinsky" Speaks — World War Three — Cliff Hanging — Gaming Renaissance	2.00
MVS20	War In The East Profile: Russian Defense — Stalingrad Scenario Tactics — One Player's Experience — Barbarossa Order Of Battle — Spi™ Game Design Seminar, Abstract II — Sixth Fleet Game Notes	2.00
MVS23	Blue & Gray Profile: Shiloh — Antietam — Cemetery Hill — Chickamauga — Labor Pains: The Birth Cycle Of A Game — The Tactics Of The Advance — From Grunt To Search & Destroy — Sniper! Errata — Baltimore Kaleidoscope	2.50
MVS25	Sterling Persons, Incorporated... — World War II Profile — Sorcerer Scenarios — Spi Game Design Seminar, Abstract III — Complicating Blue & Gray — Opening Moves	2.50
MVS26	Fast Carriers — Spi's Friday Night Follies — Battle Of Nations — Oil War — Third Reich — Scenarios For Mech War '77 — The Basic Wargame Library — Opening Moves	2.50
MVS27	Mech War Tactical Doctrine — Scenarios For Modern Games — Cases: Seminar On Game Rules — Hooker & Lee Game Notes — Conservative Tactics — Defense Of The Reich — Opening Moves	2.50
MVS28	Defense/Offense Strategy — Operational Analysis: Narvik — Patrol!: Tactics In The Raw — After Action Report: Arnhem — Arnhem Game Notes — Game Quality: What Factors Matter? — Profile: Russian Civil War — 8,000 To 1 — Opening Moves	2.50
MVS29	Panzergruppe Guderian — Terrible Swift Sword — Wargaming's Family Reunion — Home Brew...Mech War 77 And Panzer 44 Scenarios — Terrible Swift Sword Errata — Quadrigame Errata — Special New Gamer Section: The Spi™ Game Library — Wagram: The Battle And The Game — Index To S&T™ And Moves® Magazines — Military Unit Symbols — Gamespeak II — Opening Moves	2.50
MVS30	Broad Front Strategy — Refitting "CA" — Russian Civil War — Emperor Of China — Mopping Up: Firefight — More Firefights — New Scenarios For Dreadnought — Global War And Vichy — Terrible Swift Sword — Forward Observer — Opening Moves	2.50
MVS32	Starship Trooper/Starsoldier — Starsoldier: Doctrine, Tactics, Capabilities — Expanded Capabilities — After The Holocaust — The Limits To Growth In Holocaust — Grand Chancellorsville — TSS: The First Day October War — Von Manstein: Battles In The Ukraine — Opening Moves	2.50
MVS35	Taxis — Captain Video Returns — Without Deja Vu — Veracruz — Conquered Again — Origins 77 — War Between The States (Follow-Up) — War Between The States (Analysis) — Raid! — Neither Rain Nor Snow...	2.50
MVS36	Cobra — Russian Campaign — Fulda Gap: Profile — Fulda Gap: Variant — Things To Come? — 1918 — I See You... Do You See Me? — Vera Quiz — Wargamer And Historian	2.50
MVS37	Expanded Three-Player Rules For War Of The Ring — Air War: F-86 Check Flight — Air War — Space Opera — Just Add Water... — Cobra Errata — Travel Notes — Drive On Stalingrad	2.50
MVS38	Battleline In The Air — Battleline On The Ground — Battleline In Power Politics — A Mighty Fortress — Red Sun Rising	2.50
MVS40	You Too Can Be An Air War Ace — Tactical Nuclear Weapons Simulation — Could The One True Ring Be Brass? — Secret Search — Other Faces, Other Times — Objective: Moscow — Nor Dark Of Night... — Airburst — Drive South To Stalingrad — Wacht Am Rhein — A Compendium Of Errata	2.50

STOCK NO.	DESCRIPTION	PRICE
MVS42	The Next War In-Depth, Part Two: The Next War CRT — Tactics In The Next War — Baltic Naval Scenario — Design And Development, Pt. 2 — Next War Order Of Battle Analysis — A Game Of Beaches — Atlantic Wall Errata & Addenda — Is There A Method Actor In The House?	2.50
MVS44	"Frodo, Take A Letter..." — Arrows Of Outrageous Fortune — Free The Panthers! — The Search Goes On — Anyone Else Out There Like Me?	2.50
MVS45	The Evolution Of Origins — Wargame Design — War In The World — King Of The Mountain	2.50
MVS46	Highway To The Reich — Good Woods — Heli-War — Second Prize: A Full Weekend In Philadelphia — War In The World, Pt. 2	2.50
MVS47	Fantastic Reality — Alexander's Weaponry — Creature Feature — Ney's Victory — War In The World, Pt. 3 — A Slice In Time	2.50
MVS48	The Chrome-Plated Machine Pistol — Debriefing Prados — NLB: An Anti-Variant — The Best Game You've Never Played — Firefight Alone — ...And The Winners Are...	2.50
MVS50	Berlin '85 After Action Report — The Tables Of Berlin — Rough Going In '64 — On The Eastfront	2.50
MVS51	Wilson's Creek Historical — On Little Round Top — Eric Goldberg's Kursk — The Son Of The Son Of Squad Leader — Roll Up For The Mystery Tour! — Flights For Fancy — Pandora With Brains	2.50
MVS52	Tito Lives! — C'Est La Guerre — Conquering The Magic Kingdom — The Forest For The Trees — Con Crit — Photo-Toons — From Sea To Shining Sea — Harle-Mail — Stat Rep: Bulge	2.25
MVS53	C'Est La Guerre, Part II — Anything-To-One — Enchanted Napoleon At Waterloo — Forty-Four Forty And Fight — In The Arena Of Death — Stat Rep: China War — Firefight-City — Back On Little Roundtop	2.25
MVS54	Civil War Survey — Fifth Corps — The Next Next War — The Kaiser's Battle — Citadel Of Blood — Advanced Tactics, Reality And Game, Part 1 — Computing Tactical Results — Stat Rep: The Black Prince	2.25
MVS55	A Survey Of Arab-Israeli War Games — Advanced Tactics Reality And Games, Part 2 — Central Front Series: Fifth Corps And Hof Gap — Spibus: Why I'm Really Buying A Microcomputer... — Convention Organizer's Data File NR. 1	2.25
MVS56	Battle For Stalingrad — Advanced Tactics Reality And Games, Part 3, Professionalism And Game Design — Spibus: Why I'm Really Buying A Microcomputer... — Rescue From The Hive On Your Own — Convention Organizer's Data File NR. 2	2.25
MVS57	Super Task Force — Games That Train — Expanded Simplicity — Cedar Mountain — The Battle Of Corinth	2.25
MVS58	Doctrine For Desert Fox — Empires For Two — Spies Everywhere — Kursk — Stat Rep: Cityfight	2.25
MVS59	Remember The Maine! — Leetown Or Curtis — Baor — Founders & Memories — Richard Berg's Review Of Games — Stat Rep: Commando	2.25
MVS60	Game Review: Alamo	2.25

STRATEGY & TACTICS® Magazine Back Issues Supplies Are Limited!!!

SNT20	The Luftwaffe Land Army — Bastogne — Anzio Beach Head (No Game)	1.50
SNT21	North Africa The British Army — Chicago Chicago — Test Series Games — Flight Of The Goeben (No Game)	1.50
SNT24	World War I, Artillery On The Western Front — The Flying Tigers — The Battle Of Moscow (No Game)	1.50

STOCK NO.	DESCRIPTION	PRICE
SNT27	Campaign Analysis: The Allied Bomber Offensive Against Germany — Campaign Analysis: Alexander — Campaign Analysis: The Fall Of France, 1940 (No Game)	1.50
SNT32	Napoleon At War — Pershing's First Flight — Sackson On Games (No Game)	1.50
SNT37	The Ardennes Offensive, The Battle Of The Bulge, December 1944 — Caporetto: The Austro-German Offensive In Italy, 24 October—23 November 1917 (With Game)	3.00
	(No Game)	2.00
SNT38	"CA" Tactical Warfare In The Pacific, 1941-43 — The Gettysburg Campaign 1 June—26 July 1863 (No Game)	2.00
SNT39	The Fall Of Rome — The Battle For Guadalcanal, 7 August 1941 — 7 February 1943 (No Game)	2.00
SNT41	Mechanized Warfare, Experiment And Experience 1935-40 — War In The East, The Russo-German Conflict, 1941-45 (No Game)	2.00
SNT42	The East Is Red, The Potential For Sino-Soviet Conflict — Napoleon At Waterloo, 18 June 1815 (No Game)	2.00
SNT43	The American Civil War 1861-1865 — The Soldier Kings 1550-1770. (No Game)	2.00
SNT44	Tank! A Weapon-System Survey — Sea War In The Age Of Sail 1650-1830 (No Game)	2.00
SNT45	Operation Olympic, The Invasion Of Japan, 1945 — Science Fiction Futures, A Critical Survey (No Game)	2.00
SNT47	Wolfpack, The German Submarine In The North Atlantic, 1939-43. — World War Three, The Potential For Conflict In The 1970's (No Game)	2.00
SNT52	Oil War American Intervention In The Persian Gulf — Island War U.S. Amphibious Offensive Against Japan, 1942-1945 (With Game)	3.00
SNT53	The Punic Wars, Rome VS. Carthage, 264-145 B.C. — History Of Wargaming: Update — After Action Report: Tank! (With Game)	3.00
	Includes Game. The Punic Wars® , Rome VS. Carthage, 264-146 B.C. (No Game)	2.00
SNT54	Westwall, Four Battles To Germany — After Action Report: Blue & Gray II — After Action Report: Sinai (No Game)	2.00
SNT55	The Thirty Year War, The Dawn Of Modern Warfare — Ancient And Medieval Armies — Battle For Wurzburg (With Game)	3.00
	Comes with Game Breitenfeld® , Triumph Of The Swedish System, 17 September 1631	
SNT56	Revolt In The East, Warsaw Pact Rebellion In The 1970's — Firefight — Angola (No Game)	2.00
SNT57	The Smolensk Campaign, July 11 — August 5, 1941 — Rolling Thunder — Invasion: America — The Russian Civil War (No Game)	2.00
SNT58	Conquistador! Pizarro And The Conquest Of Peru, 1524-33. — SSN/ASW: Nuclear Submarines And Anti-Submarine Warfare (No Game)	2.00
SNT59	The Plot To Assassinate Hitler 1938-1944 — The Russo-Japanese War (No Game)	2.00
SNT60	Road To Richmond, The Peninsular Campaign, May-July 1862 — After The Holocaust. (No Game)	2.00
SNT61	October War, Doctrine And Tactics In The Yom Kippur Conflict 6 To 24 October 1973 — Highway To The Reich, Operation Market-Garden 17-26 September 1944. (No Game)	2.00
SNT62	South Africa, Vestige Of Colonialism — Fulda Gap, The First Battle Of The Next War. (No Game)	2.00
SNT63	Veracruz, U.S. Invasion Of Mexico, 1847 — The Historical Impact Of Disease (No Game)	2.00
	Game (Veracruz® , U.S. Invasion Of Mexico, 1847) (With Game)	3.00

STOCK NO.	DESCRIPTION	PRICE
SNT64	Raid! Commando Operations In The 20th Century — Canadian Civil War, Separatism VS. Federalism In Modern Canada. (No Game)	2.00
	Includes Game (Raid!® , Commando Operations In The 20th Century. (With Game)	3.00
SNT65	Cobra, Patton's 1944 Summer Offensive In France — The War Against Japan 1941-45. (No Game)	2.00
SNT66	The Siege Of Constantinople, The End Of The Middle Ages, 1453 A.D. — Descent On Crete, The German Airdrop On Maleme, 20-28 May 1941. (No Game)	2.00
	Includes Game (The Siege Of Constantinople® , The End Of The Middle Ages, 1453 A.D.) (With Game)	3.00
SNT67	Stonewall In The Shenandoah. (No Game)	2.00
SNT68	Kharkov, The Soviet Spring Offensive 12 May To 21 May 1942 — Agincourt, The Triumph Of Archery Over Armor 25 October 1415. (No Game)	2.00
kSNT69	Tannenberg And The Opening Battles In The East August-November 1914. — THE NEXT WAR. (No Game)	2.00
	Includes Game (Tannenberg® , The Opening Guns, August 1914) (With Game)	3.00
SNT70	The Crusades, Western Invasions Of The Holy Land, 1094-1191 A.D. — NATO Division Commander, Command And Control On The Modern Battlefield. (No Game)	2.00
SNT72	Armada, The War With Spain, 1585-1604 — Mechanized Warfare In The 1980's. (No Game)	2.00
	Includes Game (Armada® , The War With Spain, Dec 1586-Oct 1588) (With Game)	3.00
SNT73	Panzer Battles, The Evolution Of Mechanized Warfare, 1939-1979 — The Mongols (No Game)	2.00
SNT74	Ney VS. Wellington, The Battle Of Quatre Bras June 16, 1815 — The Credibility Of Deterrence, A Comparison Of The Combat Potentialities Of The United States And The Soviet Union. (No Game)	2.00
SNT75	Napoleon's Art Of War— Commando, Special Forces In Modern Military Organization. (No Game)	2.00
SNT77	Paratroop, A History Of Airborne Operations— Cityfight, Modern Combat In The Urban Environment — Great Medieval Battles. (No Game)	2.00
SNT78	Patton's 3rd Army, The Lorraine Campaign, 8 Nov-1 Dec '44 — The Battle Of Lepanto, Spain's Defense Of Mediterranean Christendom In The Sixteenth Century. (No Game)	2.00
SNT80	Battles In The West, Wilson's Creek to Pea Ridge — Empires Of The Middle Ages. (No Game)	2.00
SNT81	Tito And His Partisan Army, Yugoslavia 1941-1945 — Chemical Warfare, Perspectives and Potentials. (No Game)	3.00
	Includes Game (Tito And His Partisan Army® , Yugoslavia, 1941-1945) (With Game)	5.00
SNT82	The Central Front, The Status Of Forces In Europe And The Potential For Conflict — Across Suez, The Battle For Chinese Farm, October 15, 1973. (No Game)	3.00
	Includes Game (Fifth Corps® , The Soviet Breakthrough At Fulda) (With Game)	5.00
SNT83	The Kaiser's Battle, The German Offensive, March 1918 — Task Force, U.S. And Soviet Naval Doctrine In The 1980'S. (No Game)	3.00
	Includes Game (The Kaiser's Battle® , The German Offensive, March 1918) (With Game)	5.00
SNT84	Operation Grenade, The Battle For The Rhineland 23 Feb.-5 Mar. '45 — Nelson's Last Victory. The Battle Of Trafalgar, October 21, 1805. (No Game)	3.00
	Includes Game (Operation Grenade® , The Battle For The Rhineland 23 Feb.-5 Mar. '45) (With Game)	5.00
SNT85	Fighting Sail, Sea Combat In The Age Of Canvas And Shot, 1775-1815 — Singapore: The Campaign For Malaya 8 Dec. 1941-15 Feb. 1942. (No Game)	3.00

STOCK NO.	DESCRIPTION	PRICE
SNT86	Cedar Mountain, Prelude To Bull Run — The Alamo, Victory In Death: March 6, 1836 (No Game) Includes Game (Cedar Mountain® , Prelude To Bull Run) (With Game)	4.00 6.00
SNT87	The Desert Fox, Rommel's Campaign For North Africa April 1941-December 1942 — Jackson At The Crossroads, Cross Keys And Port Republic — The Battle Of Corinth, Standoff At The Tennessee (No Game)	4.00
SNT88	British Army Of The Rhine Baor: The Thin Red Line In The 1980's — The Hundred Year's War 1337-1453. (No Game)	4.00
SNT89	Sicily, The Race For Messina 10 July-17 August 1943 — Lee VS. McClellan, The Maryland Campaign September, 1862. (No Game) Includes Game (Sicily® , The Race For Messina) (With Game)	4.00 6.00
SNT90	The Battle Of Monmouth, The Colonies Take The Offensive 28 June 1778 — '73 War, The Arab-Israeli Conflict, A Military Analysis. (No Game) Includes Game (The Battle Of Monmouth®) (With Game)	4.00 6.00
SNT91	RDF/Rapid Development Force: Global Calvary For The 80's — Battle Over Britain: 8 Aug-Sept 1940 — Clausewitz' On War. (No Game) Includes Game (Rapid Development Force™) (With Game)	4.00 6.00
SNT92	Iwo Jima: Valor Of Arms, 19 Feb-25 March 1945 — The Sun Never Sets: The Rise And Fall Of The British Empire — Richard Berg's Review Of Games. Includes Game (IWO JIMA™)	6.00
SNT93	The American Civil War, 1861-1865: The Roots Of The Southern Defeat — The War Of The Roses, England's First Civil War: 1455-1485 — Berg's View Of Games — Moves™ Gaming Section (With Game)	6.00
SNTSPI	The first special edition of S & T Magazine. Contains articles on The Gallic Wars (Caesar's acquisition of Gaul), Balance of Terror (an assessment of nuclear deterrents in the 1980s). Also Wars of the Soldier King, Richard Berg's Review of Games, and more.	6.00
TSR, Inc.		
ROW8884	1984 Realms of Wonder fantasy art calendar. All artwork by Tim Hildebrandt.	7.95
THE DRAGON® Magazine — Current and back issues.		
DRA48	Issue #48	3.00

STOCK NO.	DESCRIPTION	PRICE
DRA64	Issue #64	3.00
DRA67	Issue #67	3.00
DRA68	Issue #68	3.00
DRA69	Issue #69	3.00
DRA70	Issue #70	3.00
DRA71	Issue #71	3.00
DRA72	Issue #72	3.00
DRA73	Issue #73	3.00
DRA74	Issue #74	3.00
DRA75	Issue #75	3.00
DRA76	Issue #76	3.00
DRA77	Issue #77	3.00
DRA78	Issue #78	3.00

WORMY BUTTONS:

Colorful, high quality buttons depicting characters from the weird world of Wormy. Each button is hand-colored and assembled by Tramp, author of the Wormy comic strip, which appears in Dragon Magazine. 2 1/4 inch diameters.

WBU1	Wormy chalking cue (profile)	3.00
WBU2	Wormy shooting snooker (frontal)	3.00
WBU3	Wormy breathing fire "RALPH!"	3.00
WBU4	Wormy "Wanted for Wargaming"	3.00
WBU5	Irving the Imp	3.00
WBU6	Dwarf soldier "Avast, ye varlet!"	3.00
WBU7	Frank & Dudley the Trolls	3.00
WBU8	Demon hovering "heh heh heh"	3.00
WBU9	Demon flying at viewer	3.00
WBU10	Shadowcat attack pose (profile)	3.00
WBU11	Shadowcat summoned	3.00
WBU12	Shadowcat breaking out (face/paws)	3.00
WBU13	Ace the Cyclops	3.00
WBU14	Hambone the Cyclops-hounddog	3.00
WBU15	Ogre wielding morningstar	3.00
WBU16	Gremorly gazing into crystal orb	3.00
WBU17	Gremorly casting spell	3.00
WBU18	Winged Centaur	3.00
WBU19	"I'm proud to be an Ogre from Muskogee"	3.00
WBU20	"HAROOG!"	3.00

HOW TO ORDER... BY MAIL

Clip and mail this Order Form to:

The Mail Order Hobby Shop
P.O. Box 364
Hebron, IL 60034

BY TOLL-FREE TELEPHONE...

Please complete this Order Form before calling in your order, then use the information from this form as your "shopping list" when placing the order to be charged to your MasterCard or VISA account. See "Toll-Free Telephone Ordering" instructions on reverse side of this form.

METHODS OF PAYMENT:

For your convenience, The Mail Order Hobby Shop offers 5 methods of payment, all in U.S. funds...

- Check
- Money-Order
- MasterCard
- VISA
- Purchase Order...only from

recognized schools and libraries.

Minimum order: \$15 in merchandise, exclusive of Tax and Shipping & Handling. We regret that we cannot accept payments in cash or stamps, nor can we accept C.O.D. orders.

GUARANTEE:

The complete satisfaction of our customers has always been our primary concern at The Mail Order Hobby Shop, so if for any reason you are not satisfied with any item you receive, simply return it as new within 30 days for an exchange or, at your option, a full refund of the purchase price of the merchandise. Only authorized returns as described below will be accepted.

AUTHORIZED RETURNS:

In the event you are not completely satisfied with any item you receive from The Mail Order Hobby Shop, please notify us in writing within 30 days of the time you receive that item. Write to...

Customer Service Dept.
The Mail Order Hobby Shop
P.O. Box 364
Hebron, IL 60034

Be sure to include in your letter your name, complete address, area code and telephone number PLUS the number of the invoice as shown on the packing slip that accompanied your order.

In addition, please indicate the nature of the problem, as well as whether you prefer a refund or an exchange.

Once your letter has been received, you will be sent by return mail the instructions on how and where to ship the merchandise you wish to return. You will also receive an Authorized Return Number which allows us to promptly process your request.

Items returned without the Authorized Return Number will not be accepted when they arrive, nor will refunds or exchanges on such unauthorized returns be processed.

Continued on reverse side.

Fold And Tear Along This Line.

ORDER FORM

The Mail Order Hobby Shop

P.O. Box 364
Hebron, IL 60034

(Please PRINT all information plainly)

Ordered by: (For orders other than to active military personnel.)

Name _____

Street Address _____

City _____

State/Prov. _____ Zip _____

Country _____

(Optional in the event we have a question about your order.)

In U.S.: Area Code _____ Telephone _____

For Military Orders ONLY:

Name _____

Rank _____ Serial No. _____

Mailing Address _____

State/APO/FPO _____ Zip _____

Ship To: (If different than Ordered By.)

Name _____

Street Address _____

City _____

State/Prov. _____ Zip _____

Country _____

Method of payment (Check one)

- () Check () Money-order
() MasterCard () VISA
() Purchase Order enclosed.* Insert P/O No. here _____

*Recognized schools and libraries ONLY.

Credit Card No. _____

M/C Bank No. _____ Exp. Date _____

Signature _____

RPGA Membership No. _____

Page No.	Stock No.	Quan.	Description	Price	Total
Be sure to carry this total to the top of the next page.				Total This Page	

[illegible]

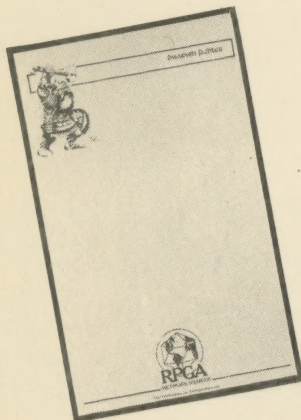
-FOR LARGER ORDER USE 2 OR MORE ORDER FORMS-

\$.01 to \$20.00	\$7.25	\$26.50
\$20.01 to \$30.00	\$9.90	\$38.75
\$30.01 to \$40.00	\$12.25	\$47.25
\$40.00 or more	\$13.75	\$58.50

Slip Cases to protect your gaming materials!

Store all modules, gaming magazines and character sheets in these sturdy, double-wall library slip cases. Each case measures 11¾" high, 9" deep and 3" wide. Made of extra-strong 70-point cardboard and covered with attractive, durable dark blue paper, each case is imprinted with the distinctive RPGA emblem.

Individually, 6068, \$7.50
Set of 3, 6069, \$21.00
Set of 6, 6070, \$40.00



RPGA™ Fantasy Note Pads

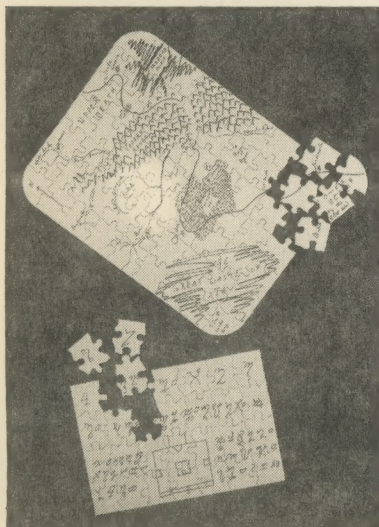
Stationery to match your imagination and set you apart as an RPGA member. Each 5½" x 8½" 50-sheet pad features 10 different and alternating illustrations of various classes and races of figures, plus the official RPGA emblem and the inscription "RPGA Network Member," all printed in black on alternating colors of paper.

6057, \$1.75 ea.

Collector's Art Portfolio

For those who value high quality, imaginative art at affordable prices. This excellent portfolio collection features 12 distinctive art reproductions, each printed separately, all protected by a sturdy, attractive wrap-around cover. An interesting narrative describes the varied backgrounds of the TSR artists whose work the portfolio includes.

6059, \$7.25



Blank Jigsaw Puzzles

Choose from two sizes, both excellent for feeding maps, and clues of your choice to an adventuring party over a week or two, with the larger size big enough to provide pieces of information over an entire campaign. Finding all of the pieces can be the players' delight or dilemma. The 5½" x 8" medium-thick version is made up of 28 pieces. The 8½" x 11" extra-thick version consists of 63 pieces.

28-pc., 6051, 50c

63-pc., 6052, 90c

RPGA is a trademark owned by TSR, Inc. All Rights Reserved.

*Items on this page are available only to current members of RPGA. When ordering any of these items, be sure to include in the space provided on the Order Form your valid RPGA membership number. None of these items will be shipped unless and until such membership number has been validated. Prices shown do not reflect the 10% RPGA membership discount which members must claim in the appropriate space provided on the Order Form.



THE MAIL ORDER HOBBY SHOP

P.O. Box 364

Hebron, IL 60034

Bulk Rate
U.S. Postage
PAID
Permit No. 11
Hebron, IL 60034

TMO MARC
CONT DR

Or Current Resident